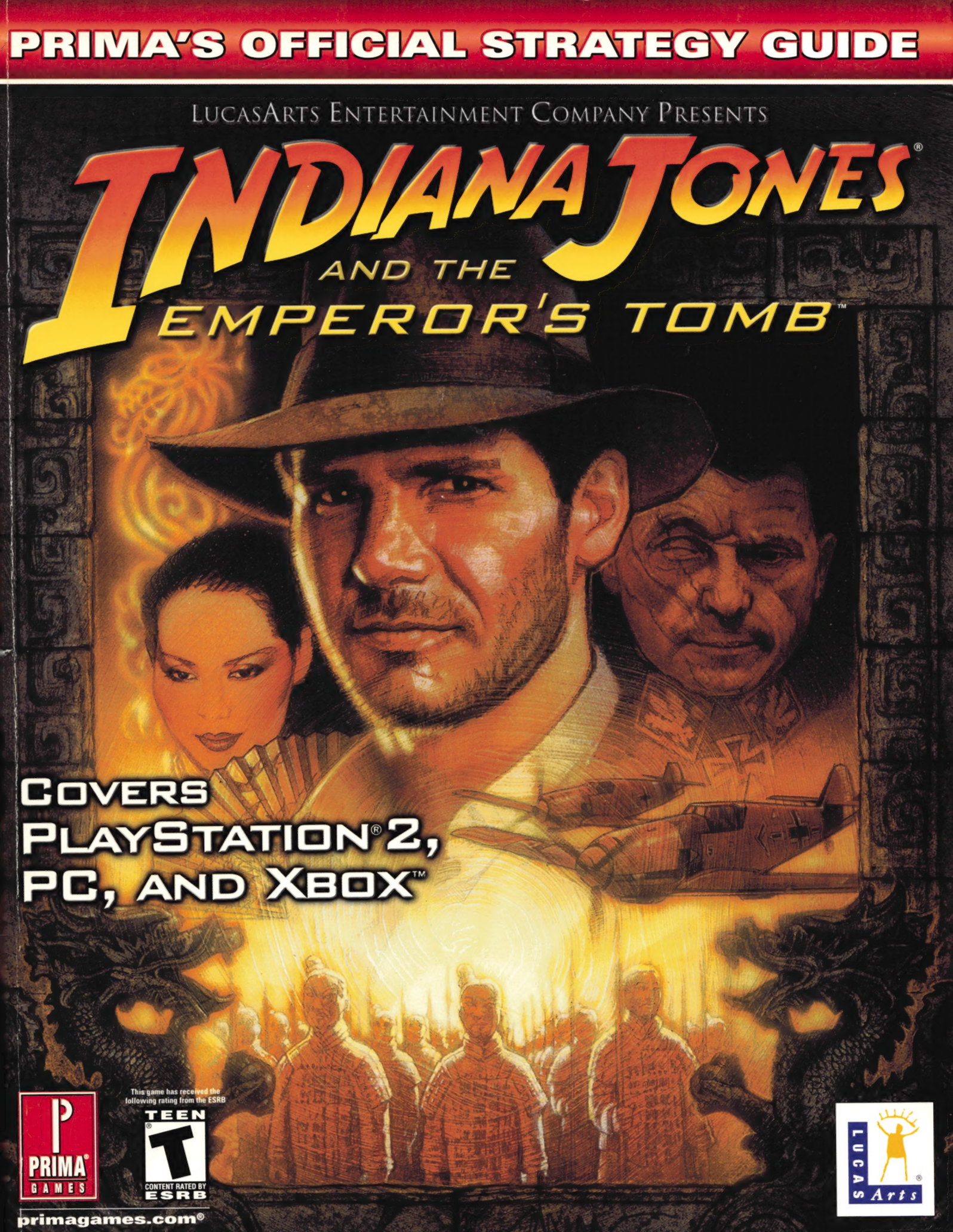
PRIMA'S OFFICIAL STRATEGY GUIDE

LucasArts Entertainment Company Presents

Indiana Jones® and the Emperor's Tomb™



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Indiana Jones® and the Emperor's Tomb™

Prima's Official Strategy Guide

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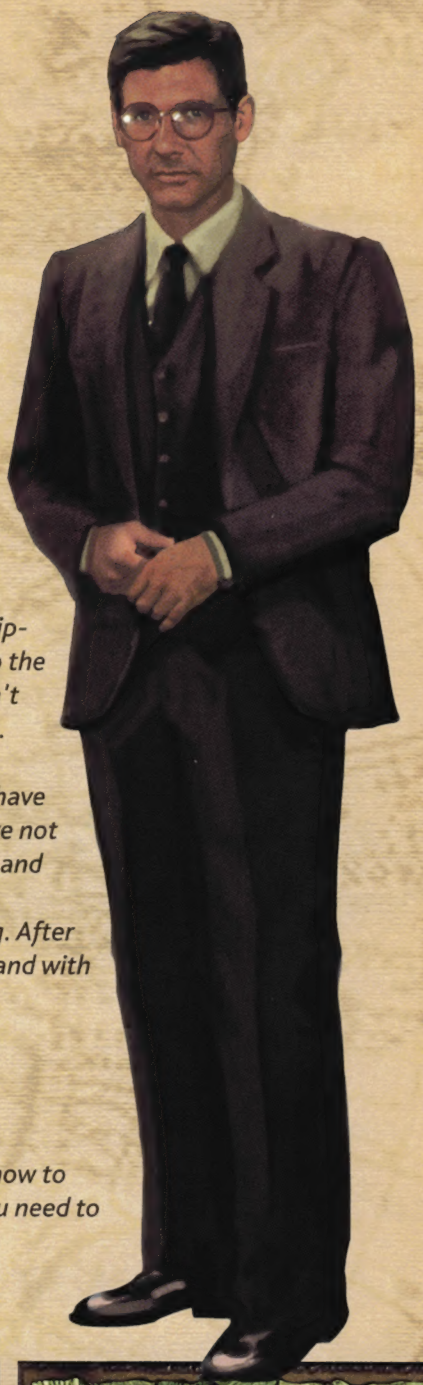
Gameplay



INTRODUCTION

The story begins in China. The year is 1935, and an evil warlord is getting too close to the Heart of the Dragon, an ancient Chinese artifact that endows its possessor with unspeakable powers. He must be stopped, but who is capable of doing it? More importantly, who is capable of doing it with style?

Make way for Indiana Jones® and the Emperor's Tomb™. *This is Indy at his whip-snapping, jaw-busting, wise-cracking best, as he travels the globe from Europe to the Far East in a race against time. Of course, if Indiana Jones is around, the Nazis can't be too far behind. They're also interested in the artifact, but for different reasons. This one will take a while to sort out, but it's all in a day's work for Indiana Jones.*

And that brings us to you, our enthusiastic but inexperienced adventurer. You have many challenges ahead of you, with no fewer than 65 levels and enemies you have not yet imagined in your worst nightmares. Fortunately, we've blazed a path for you, and we have some valuable information to share. Our walkthrough begins in the next chapter, but first let's check your pack and take you through a little basic training. After all, anyone can go into the jungle, but it takes Indiana Jones to come out alive ... and with the girl.

STAYING ALIVE

When Indy stops breathing, your quest comes to a tragic end, so it pays to know how to keep your favorite adventurer alive. The following sections include everything you need to know about health, water, and damage control.

HEALTH METER

Indy's Health Meter appears in the upper left corner of the screen. At full strength, the bar is green, and it gradually works its way to red as Indy absorbs punishment. Pistol shots, punches, and energy bolts are obvious sources of damage, but you also must pay attention to more subtle dangers, like falling. A big drop will likely wipe Indy out, but even a moderate fall extracts a measure of health. Your best preventive measure for this type of damage is to hang and drop, rather than leap off ledges (unless of course, the enemy pursuing you is scarier than a bad fall).

WATER METER

Indy replenishes his Health Meter by drinking water, either from a water fountain or his canteen. The Water Meter is displayed below the Health Meter as a blue bar, and it reflects the amount of water in Indy's canteen. It is possible to have an empty canteen and full health, but this isn't the best way to do battle with Ivory Hunters, Nazis, and Triad fighters, not to mention mutants and magically enhanced warlords.

WATER FOUNTAIN

You will find water fountains scattered throughout the levels. In many cases, you'll find them after the most harrowing events. Some fountains are tucked away in secret rooms, so it pays to explore every inch of the landscape, especially when Indy isn't being attacked.

CANTEEN

In addition to recharging your health at a water fountain, you can fill your canteen. It allows you to replenish your health (a full canteen holds enough water to restore your health from 0 to 100 percent) when the Health Meter dips dangerously low. It takes precious seconds to open your inventory, retrieve the canteen, and drink, so plan ahead and replenish your health when the situation is calm. Using your canteen in the heat of battle can have disastrous results.

MEDKIT

Indy can also restore his health to maximum by using a MedKit. You can store up to three MedKits in your inventory and can take one out when Indy's health is waning. MedKits are frequently found inside wooden boxes, so it's a good idea to smash everything, just in case there's a prize inside.

SPECIAL POTIONS

In the later levels, you will find special potions that offer one-time health boosts. Some formulas restore health, while others give Indy increased strength for a period of time (a special meter appears on screen). Each one is described in the following table.

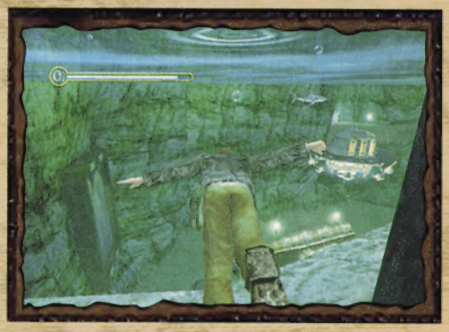
SPECIAL POTIONS

POTION	ATTRIBUTES
Tiger Strength	*Indy's hand-to-hand attacks inflict twice as much damage while the potion is in effect.*
Iron Skin	*Indy takes less damage from hand-to-hand attacks.*
Health Potion	*Fills the Health Meter to maximum. As an added bonus, the Health Potion increases Indy's maximum health by 50 percent for the remainder of the level. This is best used against bosses, like "evil" Mei-Ying or Marshall Kai.*

OXYGEN

Indy spends most of his time in the atmosphere (at varying elevations), but there are several levels that require considerable underwater time. As soon as Indy dips his head underwater, he is holding his breath, and this has a depleting effect on his Oxygen Meter. You can always pop up to the surface to restore the Oxygen Meter to the maximum level. However, there are times when the surface is simply too far away. For these situations, you must look for underwater caves, where you can grab some air, and then resume your journey deep below the surface. Fighting underwater carries special challenges. Check out the Underwater Fighting section later in this chapter for tips on surviving crocodile, shark, and spear-gun attacks.

OXYGEN TANK



In the advanced underwater levels, you'll find Oxygen Tanks. Add one to your inventory, and your Oxygen Meter instantly doubles in length. While you can still succeed without one, having an Oxygen Tank makes it much easier to survive the vast underwater explorations in "Istanbul" ("Sunken Palace" and "The Gates of Neptune").

MOVEMENT

Because so many people are trying to take him out, Indy spends a great deal of time running. You can't complete this game without mastering the finer points of movement, especially when you encounter a wide variety of environments. The following sections show you how and when to use each type of movement.

WALKING AND RUNNING

This seems easy enough, but sometimes you have to remind yourself to slow down, especially when Indy is not in immediate danger. Walk slowly to explore your environment, and pan up and down to gain better perspectives. Many artifacts and special power-ups are tucked away in alcoves or behind objects, so move slowly and examine every corner.

HIDDEN ARTIFACTS

THERE ARE 30 ARTIFACTS HIDDEN THROUGHOUT THE GAME (3 ON EACH OF THE 10 LEVELS). THE ARTIFACT LOCATIONS ARE NOTED IN THE LEVEL WALKTHROUGHS. IF YOU FIND ALL 30 ARTIFACTS DURING THE COURSE OF THE GAME, YOU WILL UNLOCK AN ART GALLERY CONTAINING MORE THAN 70 FULL-COLOR RENDERINGS OF CHARACTERS, OBJECTS, AND SCENES FROM THE GAME.

It's a good idea to walk slowly along the edges of cliffs and walls so you can see what's below you on the other side, because the next path may be just out of sight. This is also a good way to ferret out shortcuts. When walking along an edge, always be ready for a ledge grab, so that if you slip, Indy will grab the ledge. If you fall off an edge without using ledge grab, it's a straight drop with no chance of in-flight recovery.

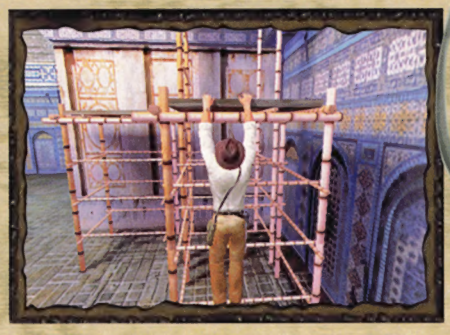
NOTE

When Indy walks into an elevated surface that's below head level, he'll automatically climb up and over.

JUMPING

Indy is required to long-jump like an Olympian and leap like a power forward, so it's important to master your jumping techniques early in the game. There are three types of jumps: standing, walking, and running.

STANDING JUMP



Obviously, a standing jump goes straight up. Use this jump when you need to reach a ledge that you can walk up to. If the ledge is below Indy's head, he'll automatically grab the edge at the top of the jump. From there, it's up to you whether Indy climbs up, shimmies to either side, or drops down.

WALKING JUMP

A walking jump allows you to move forward during the jump, but the distance is limited. There's not much use for a walking jump, because Indy goes from walking to running in a single stride, so you can run (and get maximum distance), even on a shallow platform. However, we recommend combining walking (instead of running) with rolling (see the section on Special Moves in this chapter) when you need to slip under a low ceiling. Walking makes it easier to aim and time your roll.

RUNNING JUMP

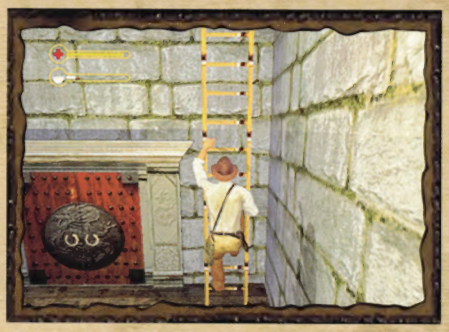
A running jump is required to span a long distance, and the jump often ends with a ledge grab on the other side. Back up as far as possible and always leap at the last second for maximum distance. A running jump can also be combined with a whip-swing (see the Special Moves section).

NOTE

Although most running jumps are straight ahead, some require leaping diagonally, over obstacles. If you are unable to complete what looks like the obvious jump, expand your view and check for other paths. However, keep in mind, you can't ledge grab unless Indy's path is at a true right angle to the ledge. A diagonal jump must end on stable ground or Indy will fall.

CLIMBING

As we mentioned earlier, Indy will automatically climb over most low obstacles when you walk into them. If you need to jump up to the ledge, Indy will hang there and wait for your command to either climb up or drop down.



Aside from low obstacles, steps, and ledges, you'll encounter special climbing objects such as vines and ladders. Simply walk into these objects and move forward. However, you can't hang on these objects, so don't issue the jump command until you reach the top or Indy will let go and fall.

SPECIAL MOVES

Indy can execute a wide variety of special moves, some of which combine two movements to produce an entirely new result. The following sections describe each special maneuver, with tips on how and when to use them.

ROLLING

Occasionally, Indy will need to reach a secret area by rolling under a wall or obstacle. Rolling is best combined with walking, so you can aim Indy more accurately.

Tip

If you execute a roll while in Adventure mode (for example, while solving floor puzzles), Indy jumps two spaces instead of one. This helps you solve the floor puzzle in "Ceylon: Temple of the River Goddess". You can use it in other puzzles, but be careful, because moving two spaces instead of one may put you in harm's way.

Rolling is required to slip under traps, like the poison darts pictured above. It is also an excellent technique to use during a fight, especially if you're battling multiple enemies. It will buy you enough time to change weapons, or it can put you in a better attacking position (to the enemy's back or side).

Tip

The timing can be tricky, but you can pick up a weapon during a roll and come up firing.

ROPE SWING

Indy jumps to, climbs, swings, and jumps from various ropes and chains. The tendency is to complete these maneuvers very quickly, which can lead to a speedy demise. Going quickly is unnecessary because even if a rope or chain stops swinging, you can always get it started again and continue your jump. Just make sure you don't let go! While you're stationary, you can take all the time you need to reposition the rope or chain so that your ending jump will be accurate. A misguided leap will end in a fatal fall, so, it's better to be safe (and slow) than sorry.

Your position on the rope or chain is also critical. One tick in either direction can make the difference between nailing or missing the jump. You must be high enough to swing or jump to the next location, but not so high that the rope swing is restricted.

SETTING A CHARGE

When you find a demolition location (marked by an icon), you must find and set a demo charge to blow up the designated target. This is a safe and simple process—unless you forget to run away before the blast.

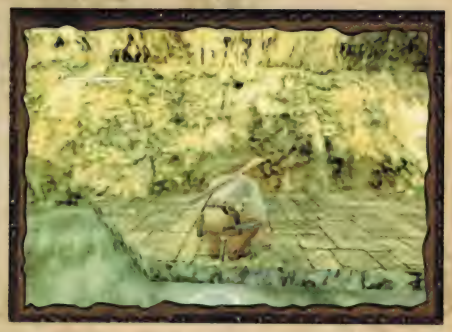
SHIMMY

If Indy can hang on a ledge, he can shimmy (move left or right) on it. This is often the only way to follow a path, or find a secret area. However, keep in mind that when you shimmy to a new location, an obstacle could prevent you from climbing up. Also, make sure to let go in a location where you won't have a fatal fall.

NOTE

You can use the hang-and-drop action to release from a ledge after a shimmy, or you can simply shimmy off the end of the ledge to drop down.

SWIM



Indy can swim above or below the water, but for speed, you want to be submerged. You can only exit the water at a low ledge or platform. If you try to exit at a higher ledge, Indy will simply dive instead of climbing out. Indy can access his inventory underwater, but it's usually limited to a spear gun, machete, or demo charge, depending on the level. Whatever you do underwater, remember to come up for air!

WALL-HUG

When you face a very narrow ledge, use a wall-hug to press up against the wall and move very carefully left or right. Simply press up to the wall (walk into it and keep moving) and press the Action button to activate the wall-hug. Don't forget to release the wall-hug when you reach your destination.

WHIP-SWING

Where would Indiana Jones be without his whip? Undoubtedly, the whip-swing is the single most important maneuver in this game. If you can't whip-swing, you can't win. A whip can also be used as a weapon (see Fighting Techniques later in this chapter). You'll see a whip-swing icon when Indy reaches a location where an overhead object allows the maneuver.

A whip-swing has three basic parts: snap/hold, swing, and release.

- *Snap/Hold: In this single movement, Indy snaps the whip and the whip grabs an object. By holding the button, Indy starts a swing. If you fail to hold the button, Indy immediately falls.*
- *Swing: You have two choices here. You can come to a complete stop after the snap/hold, and then manually begin the swing when you're ready, or you can go immediately from the snap/hold to the release.*
- *Release: This is all about timing. If you release too early, Indy may fall short of the target, which is usually fatal (or at the very least, damaging). There's rarely a consequence for releasing too late, unless there's a pit or other danger just past the target area.*

NOTE

Some of Indy's swings are designed to break through walls or windows. In some cases, this happens automatically, and a cutscene usually follows as Indy completes the swing. However, you may need to swing more than once to kick through a wall. Once again, there is no urgency to complete your swing quickly. If the wall is still standing, start your swing again, and then release when you have a clear landing area.

Whip-Swing Options

- **Standing:** Some locations allow you to simply stand and snap your whip straight ahead to grab an elevated object.
- **Running/Jumping:** This maneuver is a little more difficult because you need to time your jump so that Indy is close enough to the overhead target.
- **Multiple Whip-Swings:** This can be two or three whip-swings in a row. Timing is critical here, especially if you execute all the swings without stopping (this is required if you want to survive "Von Beck's Revenge" in the Emperor's Tomb level).

Fighting Techniques

The fighting system in this game brings you along slowly, by challenging you with increasingly more skilled opponents. Early on, you can get by with just your fists. But soon you'll need to master various close-in combinations and ranged weapons if you want to survive to see the ending movie. In the following sections, we cover strategies and tips for hand-to-hand and ranged combat.

Hand-to-Hand Combat

Indy isn't what you'd call a negotiator. He would rather punch first and ask questions later. The following list includes descriptions and tips for many of the individual moves and combinations at Indy's disposal.

THE OLD GRAB AND THROW

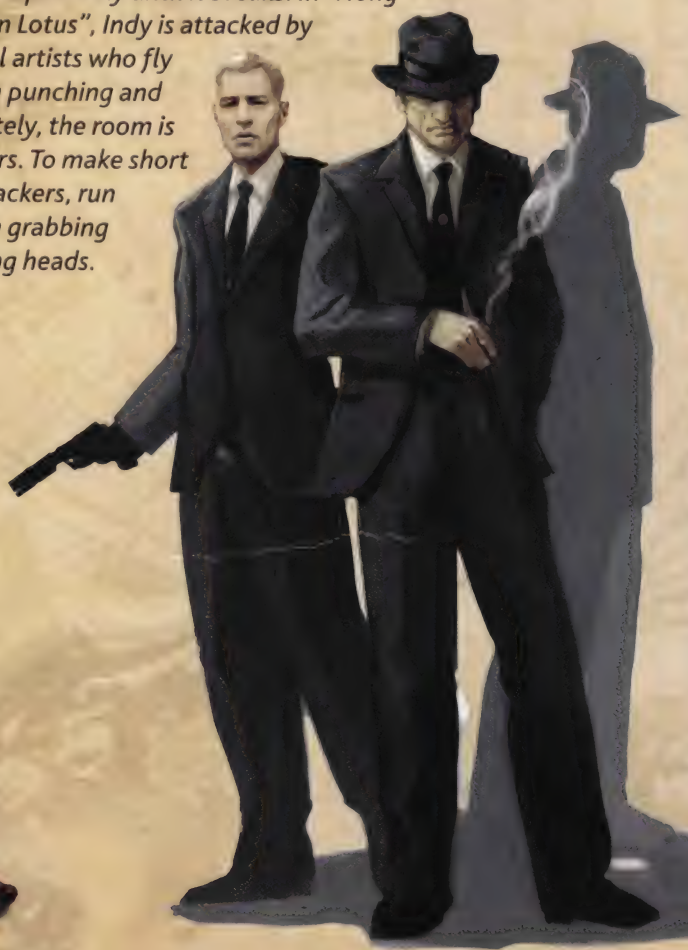
HEAD-BUTT

GRAB AND PUNCH

CLOSE-RANGE WEAPONS

DISPOSABLE WEAPONS

If you'd rather not learn combinations, you can add power to your attack by picking up whatever is available and clubbing your opponents. These items range from bottles, vases, or chairs (one-time use), to a table leg or shovel that can be used repeatedly until it breaks. In "Hong Kong: The Golden Lotus", Indy is attacked by hordes of martial artists who fly around the room punching and kicking. Fortunately, the room is loaded with chairs. To make short work of your attackers, run around the room grabbing chairs and busting heads.



HAND-TO-HAND COMBAT TECHNIQUES

- **BLOCK:** A SIMPLE BLOCK IS MORE OF A FINESSE MOVE IN THE EARLY LEVELS, BUT NOT VERY USEFUL WHEN THE ENEMIES BECOME MORE POWERFUL. A BETTER DEFENSE IS TO USE BLOCKING COMBINATION MOVES, WHERE YOU ENTER A BLOCKING STANCE AND THEN DIVE LEFT OR RIGHT, OR SOMERSAULT AWAY FROM YOUR OPPONENT. YOU CAN CREATE YOUR OWN DEFENSIVE MOVES BY USING A COMBINATION OF JUMPS AND ROLLS. THESE ALLOW YOU TO DODGE ATTACKS WHILE GAINING A BETTER ATTACKING POSITION.
- **PUNCH:** THIS IS ALL YOU NEED TO KNOW ON THE FIRST FEW LEVELS OF "CEYLON". IT IS A GOOD IDEA TO USE BOTH HANDS, ALTERNATING PUNCHES AND JABS.
- **KICK:** A GOOD RULE OF THUMB IS TO KICK YOUR OPPONENT WHEN HE'S DOWN. ALWAYS KICK AN ENEMY COMING UP A LADDER OR LEDGE; THE SCREAMS ON THE WAY DOWN ARE VERY ENTERTAINING.
- **COMBINATION ATTACKS:** THIS IS WHERE INDY PERFORMS SOME REAL CROWD PLEASERS. THE COMBINATIONS INCLUDE PUNCHES, GRABS, AND OUR PERSONAL FAVORITE—THROWS. NOTHING MAKES YOU FEEL BETTER THAN TO LAUNCH AN ENEMY FROM A HIGH PLACE. AFTER YOU GRAB ON, SIMPLY POINT THE VICTIM IN THE DESIRED DIRECTION AND GIVE HIM THE HEAVE HO. ONCE YOU HAVE AN ENEMY IN YOUR GRASP, YOU CAN ALSO SLAP, HEAD-BUTT, KNEE, AND OTHERWISE ABUSE HIM ... BEFORE THROWING HIM OFF THE LEDGE!

REUSABLE WEAPONS

NOTE

You can't add a disposable weapon to your inventory, so you'll need to carry it.

Other close-range weapons include a variety of swords and spears, a machete, throwing knives, and any gun you happen to have in your hand (for pistol whipping). Throwing knives and spears can't be added to your inventory. However, you can carry a sword or machete on your belt. A machete is also required for hacking through vine-covered doorways.

RANGED COMBAT

GUNS

AUTOMATIC TARGETING

Tip

Although you can hack away with a sword, machete, or spear and eventually destroy an enemy, you'll achieve better results with a combination of swipes and thrusts.

Indy begins the game with only two ranged weapons: his whip and revolver. As you progress through the levels, you acquire additional weapons, including a shotgun, submachine gun, crossbow, throwing knives, and the mighty Pa Cheng. When Indy is under attack, you can shoot quickly, and the automatic targeting system will find the nearest enemy.

USING THE CROSSHAIRS

There are times when you want to pick your target, especially if you're shooting from long range and you want to clear the area before advancing. Using the crosshairs allows you to take careful aim and, with practice, you'll be able to execute a perfect head shot and drop your opponent with one shot. Using the default targeting may take several shots to destroy an opponent, so you should use the crosshairs as much as possible.

AMMO

Like MedKits, ammo packs are often hidden in wooden boxes. You can also scavenge ammo by picking up discarded weapons. The available ammo will be added to your inventory until your weapon reaches its maximum load.

RELOADING

Indy automatically reloads his clip when he runs out of ammunition (if he has stored ammo). You can also manually reload, which is a good idea if you are surrounded and under heavy fire. You can find cover, reload, and then return to the fight. If Indy reloads when he is empty, it may come at a bad time, when you cannot afford to take any more hits.

WHIP

Although Indy's whip does not inflict very much damage, it is useful for keeping an enemy (or multiple enemies) at bay, until you can grab a better weapon. But, our favorite use of the whip is to snap a weapon out of an enemy's hands, or wrap the whip around a bad guy's neck, reel him in and smack him. These techniques are very effective in the "Prague" levels, where most Nazis are toting submachine guns or Mausers.

BOTTLES, KNIVES, AND GRENADES

You can throw knives, bottles, and grenades, although you can't use the crosshairs for pinpoint accuracy. The automatic targeting system does a good job of finding and hitting a target, so don't hesitate to pick up small objects and heave them at onrushing enemies.

NOTE

You can carry up to two grenades in your inventory.

When using a grenade, you control a power meter that measures the intensity of your throw. There is a delay before the explosion, so don't be surprised if the enemy tosses your grenade back to you. Of course, turnabout's fair play, so don't hesitate to pick up an enemy grenade and heave it right back where it came from.

FIXED WEAPONS

In the "Peng Lai Mountains" level, you have the distinct pleasure of taking over a heavy machine gun and wreaking havoc on the ground and in the air. The ammunition is endless, so don't take your finger off the trigger as you spray large-caliber bullets around the landscape.

UNDERWATER COMBAT

Indy is extremely limited when fighting underwater, because he can't use his fists, whip, or other conventional weapons, except for a machete (which isn't always available). So, the first order of business on most underwater levels is securing a spear gun and ammo. If you can't find the spear gun, your only other option is to find a machete—use it to take out an enemy diver, and then take his spear gun.

Tip

Spear-gun ammo is limited and sometimes hard to find, so use the crosshairs and make every shot count.

Armed enemy divers are a piece of cake compared to Indy's other underwater foes: sharks and crocodiles. Shark attacks are ferocious; although you can hack at them with your machete, the only dependable way of getting rid of these beasts is with a spear gun (it takes three direct hits). As for crocodiles, Indy's only defense is to distract them, and then swim away ... very quickly.

Tip

If your spear-gun ammo is running low, grab a grenade and toss it in the water. Sharks are attracted to splashes in the water, so if you're lucky, they'll swim over to investigate and get blown up in the process.

Ceylon

GATES OF THE LOST CITY

OBJECTIVE

* FIND THE ENTRANCE TO THE LOST CITY

Indy's adventure begins in Ceylon, at the entrance to the Lost City. You begin on a grassy path below a stairway. Continue along the path and climb up a series of ledges. Indy will automatically climb up short ledges (below head level) when you walk into them. However, you must jump up and grab higher ledges.

HIDDEN ARTIFACT: IDOL OF RAMBA VIHARA

AFTER REACHING THE TOP LEDGE, CONTINUE DOWN THE OTHER SIDE UNTIL YOU ARRIVE AT A LEDGE OVERLOOKING A WATERFALL AND POOL. LOOK TOWARD THE WATERFALL AND JUMP OFF THE LEDGE INTO THE WATER BELOW. WALK THROUGH THE WATERFALL TO A HIDDEN AREA, WHERE YOU'LL FIND AN ARTIFACT (IDOL OF RAMBA VIHARA). RETRACE YOUR STEPS THROUGH THE WATERFALL, AND GO THROUGH THE DOORWAY INTO THE OLD TEMPLE.

Execute a running jump to clear the opening in the floor. From the top of the steps, run toward the hole and jump just as Indy reaches the edge. He'll sail through the air and land on the far edge of the pit, hanging by his fingertips. Climb up and over the edge.

Continue through the doorway and follow the path to another temple. You'll go through the vine-covered doorway here later, but first you must find the machete, which you need to slice through the vines. Go left and stop at the water fountain to fill Indy's Canteen.

NOTE

You will find water fountains at various locations throughout the game. When Indy has a Canteen, you can replenish your health and fill the Canteen at any fountain. You can also replenish Indy's health at any time by selecting the Canteen from your inventory. If Indy's health is already full, he'll refuse to drink or use a water fountain.

NOTE

You can arm Indy at any time by selecting a weapon from your inventory. If Indy is already carrying an item, it will be automatically returned to his inventory.

From the fountain, walk right and climb a series of ledges and broken platforms. When you reach a break in the platforms, step back, then run and jump to the other side.

Walk through the doorway and look for the machete on the floor next to the skeleton. Pick it up and carry it, or place it in your inventory (the machete will appear on Indy's belt).

After collecting the machete, walk back toward the doorway. Suddenly, a tremor shakes the building, and a pile of rubble blocks the exit. Go through the doorway to the left, hang off the side, and drop from the ledge to the ground below.

Tip

Hanging from a ledge before dropping down lessens or eliminates any damage Indy receives when hitting the ground.

Walk down the broken pillar and jump to the ground below. Turn right and walk to the vine-covered doorway. Using the machete, hack the vines away and continue around the corner.

Now it's time to learn how to whip-swing. Select Indy's whip from the inventory, and stand close to the pit's edge. Align Indy with the crocodile head protruding from the wall above. Strike out with the whip, keeping the action button pressed as Indy swings. Release the button only when Indy is safely across the pit.

Hack through another vine-covered door and step into the pit. Congratulations, you just discovered the entrance to the Lost City!

THE HUNTER'S CAMP

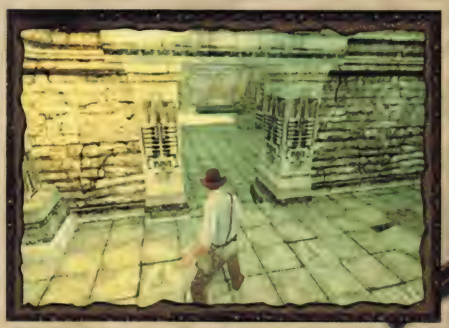
OBJECTIVE

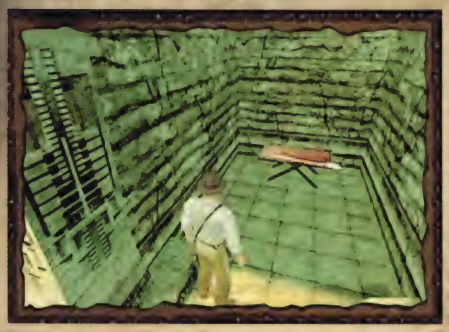
* DISCOVER A WAY THROUGH THE FLOODED RUINS

After landing at the bottom of the pit, carve a path through the vine-covered doorway. As you continue through the corridor, a cutscene reveals a group of Ivory Hunters lounging by the fire on the ruins' lower level.

Turn right and walk toward the next room. An Ivory Hunter sees you while you're still in the hallway. He's armed only with his fists, so take him out with a few well-placed blows. Use your machete to chop the rope connected to the pulley. As the rope snaps, the heavy cargo drops to the lower level, providing an exit route.

Hop down onto the crate and prepare for another fight. Use the machete against the Ivory Hunter in the room below. Continue into the next room and turn right into the courtyard. More Ivory Hunters are waiting ahead.





Check out the alcove on the left to find a shovel. Although Indy can't add the shovel to his inventory, he can carry it and wield it in a fight. Proceed down the steps to confront the Ivory Hunters.

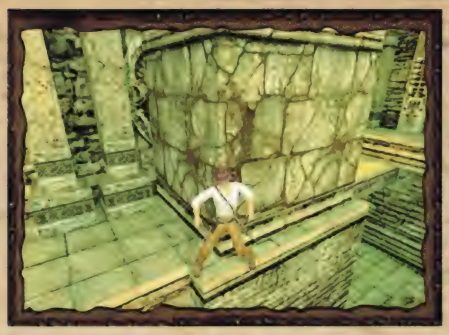
When fighting against more than one enemy, it's best to switch back and forth, rather than focus on one target. Although you have a shovel, the Ivory Hunters also have effective weapons, including a chair (they break it and use a leg) and liquor bottles. A blow to the head from a bottle extracts near-fatal damage, so be careful. Of course, you can also use these weapons when they fall to the ground.

Tip

You can strike an enemy with a liquor bottle in hand-to-hand combat or throw it from a distance. When Indy is struck, he often loses whatever weapon is in his hand at the time. If this happens, run away, disable the attacker with your fists, then run back to retrieve the weapon.

When the dust settles, go back up the stairs, turn right, and take another stairway up to the next level. Hop up to the ledge and hack through the vines with your machete. Turn left and run to the fountain at the end of the hallway to replenish Indy's health.

Go back the way you came, or use your machete to clear a path through the window near the fountain. Hop back onto the path and work your way around the perimeter of the ruins until you reach a crocodile head. Use a whip-swing to reach the other side.



Head to the large crate balancing on a wooden plank on the courtyard's other side. Hop down to the next ledge and hug the wall to make your way around the corner. When you reach the other side, release Indy from the wall. One more whip-swing takes you to the ledge near the crate.

Hidden Artifact: Mahavatu Mask

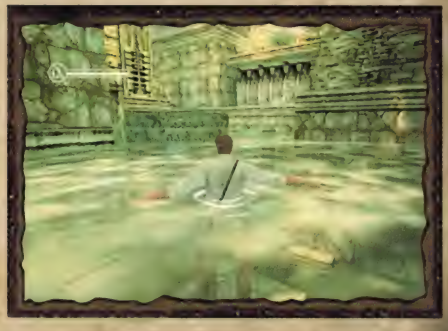
Use your machete and strike the wooden plank behind the large crate. When the crate falls, retrace your steps to the grassy area and retrieve the Mahavatu Mask that lies amid the rubble. Make your way back to the upper level and take the stairs to the next level.

At the top of the stairs, you see a break in the stone floor tiles ahead. These tiles collapse under Indy's weight. Use a whip-swing to sail over the tiles to stable ground. If you fall into the room below, walk into the vines (facing in the direction from which you came) and climb back up. Use the whip-swing again to reach the other side.

Turn the corner and use a whip-swing again to clear the spiked pit. There's no room for error here—a fall means the end. As Indy swings over the pit, he kicks the wobbly pillars to clear a path to the next courtyard.

Tip

When Indy lands in water, he doesn't automatically pop to the surface. Instead, he floats underwater, waiting for your input. You must send Indy to the surface before his Oxygen Meter runs out, or he will drown.



Go down the broken slabs to a short staircase below (remember to hang from the ledge and drop down to avoid taking damage). Continue down the stairs to the water's edge and jump in.

Swim across the pool and climb onto a pillar that protrudes above the water. Climb to the next ledge, turn right, and continue to the fountain to fill Indy's Canteen. Walk back to the ledge. From here, run and jump to the lower platform across the water.

Another running jump allows Indy to grab the high ledge. Pull up and jump to the next ledge. Turn right and continue working your way up. At the top, an Ivory Hunter patrols a ledge on the courtyard's other side. He's armed with a shotgun, so stay out of sight. Creep out just far enough for a shot, using your crosshair for maximum accuracy. Shoot him now, or he'll shoot you when you're swinging on the rope, sending you to your doom on the ground far below.

Next, back up, take a running leap to the rope, and swing across to the ledge on the other side. Use your machete to hack into the next room, then retrieve the shotgun from the ledge.

Take a running jump across the courtyard to another ledge. Turn right and use a whip-swing to reach the other side. Walk toward the next room and get ready for a sudden detour as the ground gives way, dumping Indy into the water.

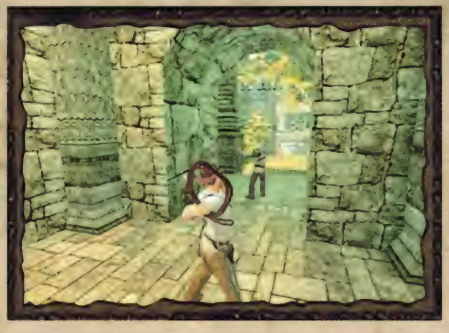
Swim around to the left and exit onto a low platform. Climb up to the ledge, and use a series of running jumps to make your way around and up to the next level. Follow the path to the right, across a broken section of floor to reach a wall switch. Pull the switch to open a door and say hello to two more Ivory Hunters.

These enemies are armed with a shotgun and revolver, so attack from long range. The Ivory Hunters take cover in the alcoves, but you can pick them off when they pop out to shoot. Follow the path to a doorway that takes you to the next level.

THE PATHS OF THE ANCIENTS

OBJECTIVE

* BREAK THROUGH THE CROCODILE GATE



Use a whip-swing to clear the spiked pit and continue to the right, where there's another Ivory Hunter. His back is to you, so use any number of techniques to take him out. Try using your whip to knock the weapon from his hands, then swing the whip again to snare the enemy and yank him back to Indy, finishing the move with a punch.

Step onto the courtyard ledge and pull your revolver. The Ivory Hunters come running toward you, but they must climb up to the ledge before they can fight. You can pick them off, knocking them back onto the grass. If you'd rather save bullets, pick up the shovel in the alcove to the left and flatten the Ivory Hunters as they climb up to the ledge.

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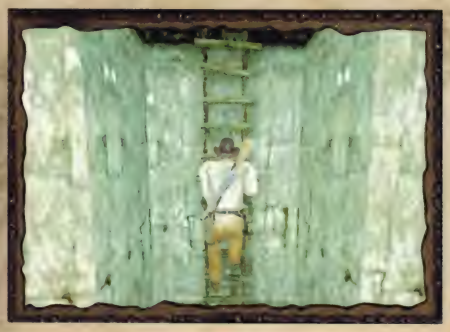
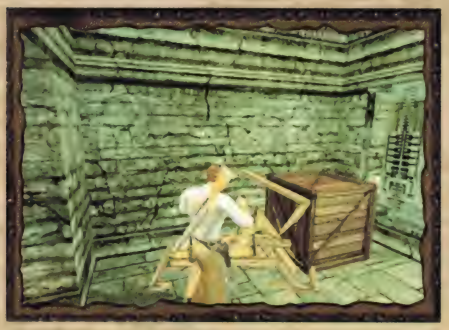
Pause for a drink at the water fountain across the courtyard. Then, go back down the stairs and turn right to reach an archway that leads to a grassy area.



As you walk through the archway, look to your right for a small doorway. Enter the room and climb the ladder to the upper level. When you reach the top, advance slightly and use your whip to knock the shotgun from the Ivory Hunter's back. Then, use the whip again to yank the bad guy across the room. Knock him out, then collect the shotgun to pick up some extra ammo.



Pull the switch to open a doorway on the other side of the courtyard. Go back to the courtyard, climb up the ledge, and go through the newly opened door. Follow the path to a small room where you'll find two crates. Smash them to reveal shotgun ammo and a MedKit.

Return to the courtyard, turn left, and take a running leap over the dirt. Continue around to the right, and use a whip-swing to reach a narrow catwalk. Turn right, cross over to the other side, and walk to the wall. Jump up and grab the narrow ledge.

Shimmy hand-over-hand along the ledge. When you reach the end, you'll hear more Ivory Hunters. Drop to the grass and follow the short grassy ledges up and around to the right. The Ivory Hunters are just around the corner, so grab your shotgun.

Smash a wooden box on a short ledge to the right of the stairs to find more shotgun ammo, then go up the stairs where you'll find a weakened section of wall. You'll blow up this wall, but first you must find the explosives. After checking out the wall, another Ivory Hunter appears on an upper ledge behind Indy. He is armed with a shotgun, so quickly take cover behind the pillar.

Pull out your shotgun and use the crosshair to take out the Ivory Hunter. Return to the center of the courtyard to face another enemy. Defeat him, then turn left and enter a small room, where you'll find the demo charge. Collect it and return to the weakened section of wall.

Stand next to the wall, select the demo charge from your inventory, and place the charge. There's a brief delay, giving you enough time to clear the area (the explosion is massive, so don't stay too close or Indy will absorb damage). When the smoke clears, run through the new opening to the next level.

THE PALACE OF FORGOTTEN KINGS

OBJECTIVE

* MAKE YOUR WAY TO THE RIVER CANYON'S EDGE

Walk up to the switch on the right and pull it to lower the counterweight and open the door. As you walk through the doorway you'll see three Ivory Hunters in the center of the courtyard, one armed with a shotgun. After dispatching these enemies, another Ivory Hunter drops from above.

After clearing the area, explore the outer edges of the courtyard to find a water fountain. Continue around the courtyard to three wooden boxes (the middle one contains revolver ammo). Look for an area with several broken platforms, and take them up to the next level. Follow the ledge around to the right and hop across two flat pillars, then over to a tilted slab. Hop down on the broken ledge to the left, whip-swing to the other side, and enter the doorway.

Continue to the left and follow the hallway. Take out the Ivory Hunter along the way, drop down two ledges and walk toward the shaft where fire is rising through an opening in the ceiling. Pull the lever to open the door to the left, providing access to the previous courtyard (if your health is low, walk through the doorway and revisit the water fountain). While facing the rising fire, turn around and walk to the vine-covered doorway, and hack your way to the other side.

Walk into the vines and climb up to the next level. If you need nourishment, enter a small room to the right to find a water fountain. Continue through the archway, turn left and bear right as you approach a dark section of floor tiles. The floor breaks away, but if you stay to the right you can hop over the remaining tiles to avoid falling into the hole. If you fall down, climb onto the platform and return to the upper level. Fill your Canteen if you absorb damage, then retrace your steps around the hole in the floor.

HIDDEN ARTIFACT: PORT NEGOMBO RELIC

AT THE TOP OF THE VINE WALL DESCRIBED ABOVE, TURN AROUND AND JUMP TO THE LEDGE ACROSS THE CHASM. JUMP UP TO THE OVERHANG AND SHIMMY TO THE RIGHT TO REACH A SMALL BREAK IN THE STONES. GO THROUGH THE OPENING TO A SMALL ROOM TO FIND THE PORT NEGOMBO RELIC.

Follow the passageway until you see upper and lower wall darts firing across your path. Both darts fire together four times, and then the lower mechanism stops firing for four counts. Wait until the lower darts stop and then roll under the upper darts. Avoid another pair of dart traps on the other side of the darts, so stay to the right. If you fall, you'll need to go back to the platform described earlier, and climb up to the beginning of the passageways.

A double whip-swing takes you across a long opening in the floor. Use your machete to carve a path through the vines, then walk through the doorway to drop down and end the level.

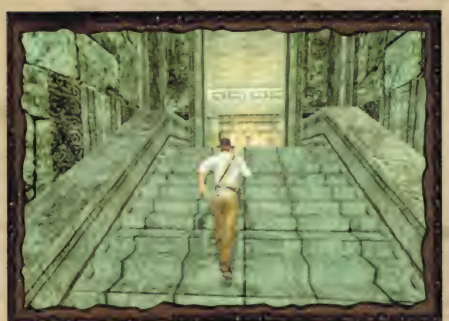
RIVER OF FANGS

OBJECTIVE

* LOCATE THE ENTRANCE TO THE CAVE OF THE RIVER GODDESS

Proceed down the hallway until the floor spikes emerge in front of you. While in Adventure mode, jump from square to square, timing your advance to avoid the spikes. Three squares of spikes come up at the same time, so don't worry about moving from side to side—just pick a square and jump straight ahead as the spikes recede.

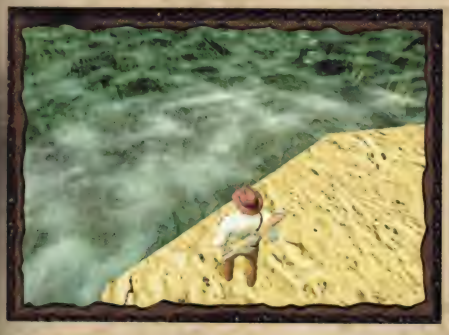
The second set of spikes isn't as easy because each square operates individually. Start on the far right side, hop forward twice across the first and second square, then wait for the center square to be clear and jump on it. From the center square, hop forward to the farthest center square and to safety.



Climb the stairs to a large room, where several Ivory Hunters jump out from behind the pillars. They have guns, so use the pillars for cover. When the battle is over, stop at the fountain to heal Indy's aches and pains.

Continue to the room's opposite end and pull the wall switch to open a door to the outside. Two Ivory Hunters fire when they see you, so use the boulders, pillars, and huts for cover as you take them out. When the area is clear, destroy the wooden boxes in the huts to reveal a Canteen and revolver ammo. Walk under the giant tusks to reach a rickety rope bridge.

Proceed carefully across the bridge and prepare to fall into the river below when the third set of wooden slats gives way (if you fall before this point, Indy is finished). The water is teeming with crocodiles, so climb up on the ledge to your left when you hit the water.



Note the pile of skulls. You will use them against the crocs as you work your way down the river (away from the waterfall). The crocodiles aren't a factor yet, but this is a good time to practice your aim. Pick up a skull and heave it toward the waterfall. Then, jump back into the water and swim to the next ledge.

Grab a skull and walk to the ledge's end. A hungry croc patrols in front of the next ledge. Wait until it swims in your direction, then heave a skull back toward the previous ledge, making sure it reaches the water. When the croc swims over to investigate, leap into the water and quickly swim to the next ledge.

Repeat this process for the third ledge. This takes a few skulls, because now you must deal with the first crocodile and his buddy. When both crocs are out of range, swim across the river to the ledge.

Tip

To maximize your time, pick up the remaining skulls and carry them to the edge. With the skulls nearby, you won't have to waste precious seconds walking back to the pile.

The fourth ledge is farther down the river, so take your time distracting the crocodiles before venturing into the water. From this ledge, jump across two platforms to get within jumping distance of another ledge. Before you take the leap, jump into the water and swim toward the waterfall beyond the two tall boulders. Swim under the waterfall and look for a ledge on the left. If you look carefully, you'll find a wooden box just beyond a pile of skulls. Smash the box to reveal a bundle of dynamite.

If necessary, use the skulls to distract the crocodiles, then swim back to the last ledge. Repeat your jumps across the two platforms, then make the final leap to the ledge. This is a very long jump, so back up as far as possible before you start running. Delay your leap until you reach the edge or you'll fall short. If you miss and hit the water, you must swim back to the previous ledge, because the platforms are too high to reach from the water.

Continue through the doorway, where you hear two more Ivory Hunters. They're deep in conversation, so rush in and easily pick them off with your revolver. Smash the boxes to reveal a MedKit, then pull the wall switch on the left to partially open a floor gate. Run across the room and pull the other wall switch to completely open the gate. Jump into the water to exit the level.

TEMPLE OF THE RIVER GODDESS

OBJECTIVE

* UNLOCK THE TEMPLE OF KOURU WATU

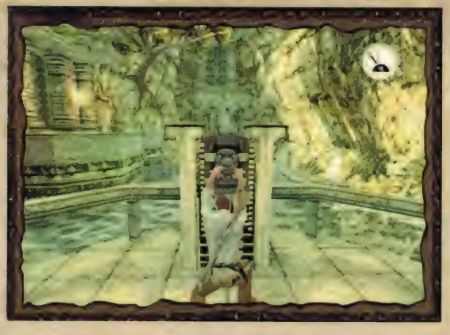
Swim underwater toward an opening overhead (you'll see the light coming into the water from above). Surface to catch your breath, then swim through another cave to reach a large cavern that houses the Temple of Kouru Watu. Two crocodiles move in as Indy enters the cavern, so hurry. Exit the water to the left.

Carry the three skulls to the edge (closest to the temple), then heave them back into the water in the opposite direction. When the crocs swim away, dive into the water and swim to the ledge just ahead. You'll catch a close-up glimpse of the temple in a cutscene. When you climb out of the water, you'll hear more Ivory Hunters just ahead and above you.

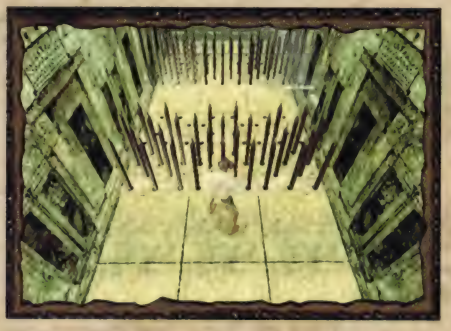
Tip

Collect the Ivory Hunters' guns after you eliminate them. Each loaded gun adds to your ammunition inventory.

Pull your revolver and follow the stairs up and left. You'll see the two Ivory Hunters below, hanging around a cluster of wooden boxes. Shoot them when they run toward you, then smash the boxes to reveal another MedKit.



Walk into the temple mouth to trigger the Level End icon. You exit here after you find a way past the solid wall. Walk back down the stairs to the center railing, where you'll find a switch. Pull it to lower the cage to the water.



Follow the ledge to the left and jump across to the roof of the cage, and then onto the next ledge. Go through the doorway to the fountain, and then continue up two flights of stairs to reach a long hallway. Turn to your right and walk slowly toward the raised floor tiles to trigger two deadly spike traps. Jump from square to square to avoid the spikes, but watch out for the wall darts firing between the two spike traps.

When you reach the other side, pull the floor lever to open the wall inside the temple mouth. Walk toward the temple mouth and take a running leap off the ledge to grab the vine. Turn, swing, and jump onto the platform. Retrace your path back to the temple and continue through the new opening to finish the level.

INTO THE SACRED CAVERNS

OBJECTIVE

* FIND A WAY INTO THE TEMPLE'S INNER SANCTUM

Follow the path to the left, and go up the stairs to a small chamber. Turn left and walk through the doorway, pausing to feel the earthquake. The shaking continues as you approach a strange platform that contains a skeleton. Step onto the platform and run back as a spiked concrete block crashes to the ground. The block is on chains, and it returns to the ceiling after a brief pause. Jump up, grab the edge of the block and climb up before it starts moving (if you miss it the first time, just step onto the platform to trigger it again).

Jump off the block and drop through the opening in the floor. Step onto the wooden floor and get ready for a wild ride. The floor gives way as you slide down the chute. At the first opening, jump off the ramp. After Indy resumes his slide, jump again to reach the ledge overhead.

Jump up to the narrow ledge and take out your whip. There's a narrow bar attached to the ceiling just ahead. Use a whip-swing to catch the bar and swing across to the narrow walkway.

Tip

If you miss, Indy falls into the water, where the crocodiles are still on patrol. Climb out of the water onto the short ledge and fight the Ivory Hunter (throwing him into the water is great fun). Proceed up the ladder to reach the first level (a successful whip-swing takes you one level higher). Before climbing the ladder to the next level, smash the wooden boxes to reveal the shotgun ammo.

Walk carefully across the narrow wooden planks to reach a ladder that takes you to the next level. As you climb the ladder, you hear more Ivory Hunters, so prepare for a fight when you reach the top. The first enemy has a revolver, but the second one has a shotgun. Avoid their shots and take them out. Now you have a gun to go along with the ammo you collected earlier.

Continue through the archway into an open cave, where you'll find a ledge in the corner. Hoist yourself up and use the ivy to climb to the next ledge. Take a running leap to grab the rope and then climb up. When you're high enough, turn to face the platform. Swing toward the platform and jump when Indy is in the right position.

Continue into the next chamber and refill your Canteen at the fountain. Go across the room to a floor lever on the left. Pull the lever to lower a cage. Now, pull the lever again, run, and jump to the roof of the cage (you'll need to make a fingertip grab) before it goes up through the hole in the ceiling.

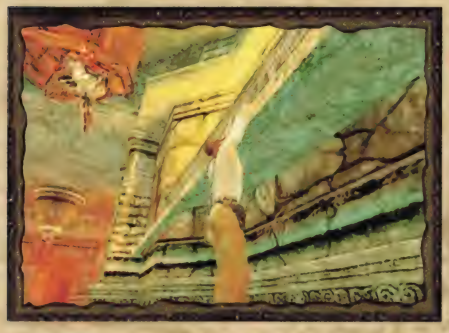
Three more Ivory Hunters see Indy as the cage reaches the next level. They're unarmed; pick them off with your shotgun or revolver or, if you prefer, give them a bare-knuckle whipping. Circle around the room until you find a wall switch. Pull it to raise a door that leads Indy to the end of the level.

THE SILENT GUARDIANS

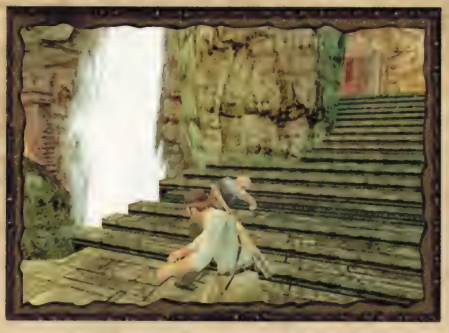
OBJECTIVES

* SURVIVE THE TRIAL OF THE SILENT GUARDIANS
* MAKE YOUR WAY TO THE SACRED LAKE

Walk forward and right to reach a chamber protected by the Silent Guardians. These giant bats hang motionless from the ceiling, waiting for an unsuspecting visitor to walk on the stone path. Avoid the stones at all costs. Stay on the grass to walk safely through the room, and leap over the stones to reach the next chamber.



The second room does not offer a grass pathway for stealth passage, but you can still avoid the Guardians by shimmying along the ledge to your right. Drop down to the grass and walk to the cluster of skulls. Throw a skull to distract the Guardian as you run to the next grassy circle. Toss another skull back in the direction from which you came, and then run safely to the next chamber.



Walk through the doorway to your left and continue up the staircase. An armed Ivory Hunter awaits. Don't get into a fistfight here or Indy may find himself at the bottom of the pit (this Ivory Hunter loves to grab Indy and toss him over the side). Instead, take out your revolver or shotgun and pick off the enemy from long range.

Tip

If you're out of ammunition, pick up a dropped weapon, even if you already have one. You'll still have only one gun, but the salvaged ammo will appear in your inventory.

Walk up two more sets of stairs to reach the next room. Use the crosshair to take out the lone enemy from long range. After filling your Canteen at the fountain, continue into the next room where you encounter an army of Silent Guardians. Run from one grass patch to the next, using the skulls to distract the lethal bats as you run to the short set of stairs. Repeat this process as you move through one more guarded room. Continue into the next room to finish the level. The Idol of Kouru Watu is just ahead!

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THE IDOL OF KOURU WATU

OBJECTIVE

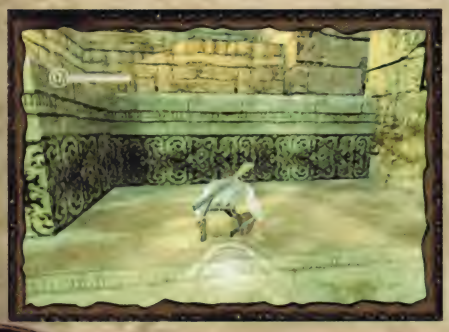
* ESCAPE WITH THE IDOL OF KOURU WATU AND YOUR LIFE!

CAUTION

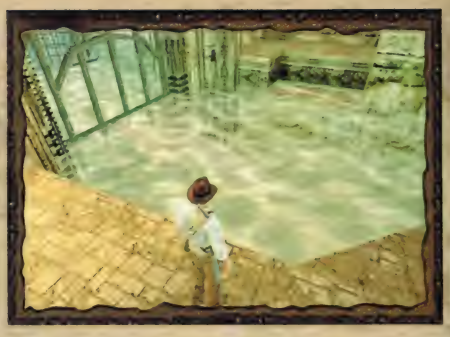
This crocodile not only bites but can swallow Indy in one big gulp. Don't leave the ledge until you entice the crocodile to swim a safe distance away.

As the level begins, you see a vast, water-filled chamber. As Indy walks forward, a giant crocodile leaps into the air, destroying the bridge. At the same time, two giant stone crocodile heads come together, sealing the sacred idol in a concrete grip. You must make your way past the crocodile and release the idol. Easier said than done!

Walk to the far left and carry the four skulls down the stairs to the landing at the water's edge. Note the open gate across the water to the left. If you can swim through this gate while enticing the crocodile to follow you (not too closely!), you can trap the beast, which will allow you to safely complete this level. Use the skulls to distract the giant crocodile, giving you just enough of a head start to make it through the gate and onto the platform to the left.

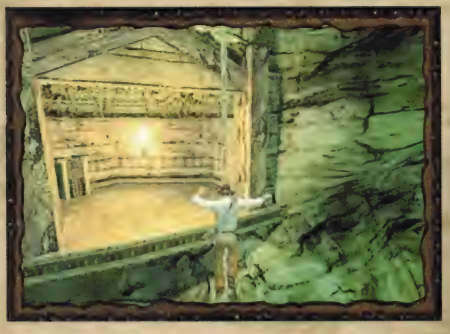


As soon as you climb onto the platform, run through the stone archway to the remnants of a bridge and leap across to the other side.



If the giant croc is still swimming around inside the room, run to the right and pull the lever to lower the gate, trapping the croc inside. If the crocodile has strayed outside of the chamber, turn left after jumping across the bridge, and gather up the skulls. Walk as close as possible to the gate and toss the skulls to attract the crocodile. Keep throwing the skulls closer and closer until the croc is safely inside the gate. Pull the lever to trap the croc. Now, when you are ready to leave, you can jump back in the water and swim quickly through the bars to safety.

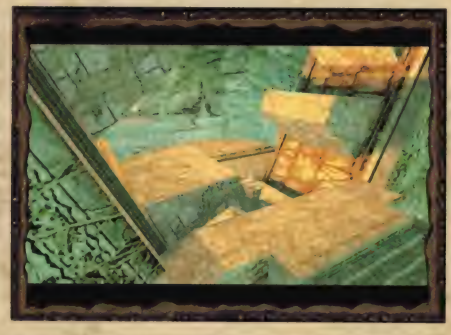
Leap back over the bridge (be careful not to fall in, or you will be lunch for the croc), and walk up the stairs to the switch. Pull it to lower two cages from the ceiling. Jump in the water and swim quickly to the closest cage (resting on the water). Jump up to the roof of the cage and climb up to the top.



Take a running leap to the next cage, and then run and jump to the chain. Climb up a bit, and then position Indy until he faces the next chain (this positioning is critical). Swing the chain. When the chain is at its farthest point, leap to the next chain.

Adjust Indy's position again, and then swing over to the ledge. Pull the switch to lower three more cages and open a door on the other side of the cavern. Leap back to the chain, aim Indy toward one of the newly lowered cages, and start swinging. When Indy is close enough, jump onto the edge of the cage and climb to the roof.

Take a running leap to the next cage. Once again, climb up to the roof of the cage, and then take a running leap to the chain on the right (the shorter one). Reposition the chain and swing it toward the next chain, leaping off at the right moment. Finally, swing the chain and jump off to the ledge.



Pull the wall switch to release two more cages, and open yet another door. Leap back onto the chain, and then swing over to the cage. Climb to the roof and take a running leap to the next cage. From the roof of this third cage, run and jump to the chain. Swing over to the ledge and pull the switch. Rejoice as the jaws of the stone crocodiles open to reveal the idol!

With the crocodile imprisoned in the next room, you can leisurely swim over to the center island, where the idol awaits Indy's eager hands. Climb onto the platform, and then go up the stairs to the idol. Victory!

Or maybe not. As Indy grabs the idol, he falls into a water-filled chamber beneath the crocodile statue. There is no time to waste. Use your machete to hack through a vine-covered opening. Swim to the surface and make your way back to the landing of the temple. As Indy climbs out of the water, he realizes he has company.

This level is finally over, but as you watch the cutscene, you realize that Indy's troubles are only just beginning.

Prague

THE CASTLE GATES

OBJECTIVE

* DISCOVER A WAY TO SLIP INSIDE THE CASTLE GROUNDS

Indy begins this level standing on a side street near the castle gates. Turn right and you see a Gestapo agent enjoying a quick smoke. He is armed with a silenced Luger, so be careful. However, if you take a hit, you can refill your health at the fountain.

Follow the path and go through the archway, where you encounter another agent. Take him out, then climb onto the second planter on the right. Stand near the wall, on the extreme left edge, and take a running jump to the building ledge on the opposite wall. Pull up and step onto the catwalk.

Go to the end of the path, beat up another agent, then continue to the left, up the stairs, and through the archway. Follow the hallway to a balcony, where a single agent is practicing his most menacing voice. Take charge of this fight quickly, and you can knock him off the balcony. Your first Luger is probably empty, so pick up the abandoned gun.

Leap off the railing to the chain, then drop to the ground. You must head to the underside of the bridge, but first go across the bridge and smash the wooden box in the truck bed to find a MedKit. Take out the agent ahead, go right, and check out the alcove around the corner of the building to recover a box of revolver ammo.

Go back across the bridge, turn left, and go down the stairs to reach the lower level. Take a long, running jump to the metal pipe hanging below the bridge. Shimmy along the pipe to the right and drop down on the platform. Whip-swing to the lion's head, then swing and jump to the chain. Swing the chain just far enough to jump down on the far ledge.

Walk to the end of the path on the left to collect a Luger and Luger ammo. Go back to the path's other end, climb over the wall, and walk through the door to end the level.

THE DUNGEON

OBJECTIVE

* MAKE YOUR WAY THROUGH THE DUNGEON AND UP TO THE CASTLE COURTYARD

Follow the path until you reach a break in the railing on the left. Whip-swing across the room to the ledge, then climb down the ladder. Go down the stairs to confront two more Gestapo agents. One or both will pick up chairs to use against you, so pull out your Luger and quickly end this fight. Pick up discarded Lugers to increase your ammo stash.

Go through the hallway to your left, but walk slowly until you trigger a trap of swinging pendulum blades. Time your advance to avoid the blades, and walk cautiously around the corner until you see the next trap.

This swinging blade is easy to avoid. Wait until the blade disappears into the wall and then hug the right side as you run around the corner. Continue up the stairs for your next surprise.

Getting past the rotating blades requires several well-timed rolls. Mess up this one and Indy gets an unscheduled, and rather short, haircut.

Next up are spiked rollers. Wait until both rollers are on the upper level, then roll all the way down the hall until you're clear.

The next hallway of blades is another exercise in good timing. Step quickly as each blade retracts, but don't move too far or you'll run into the next one. When you reach the end of the path, pull the ring to open the iron gate on the opposite, upper level of the room.

Run up the stairs, fill your Canteen to heal your razor burn, then follow the path to the large opening in the railing. Use a whip-swing to reach the other side, and pull the ring to open a door on the lower level. Two Gestapo agents come running, but you have the advantage of an elevated position. You can pick them off from afar or, for even more fun, let them climb the ladder so you can knock them on their keisters.

Climb down the ladder and follow the stairs to the newly opened double doors. Follow the path until it dead ends by an open ledge. This is a tricky maneuver that requires you to run, jump, then whip-swing to the ceiling hook. From there, you must swing and then jump to the ledge on the other side.

Hug the wall and move along the ledge to the right until you reach the next passageway. Walk up the ramp and pull the switch to lower a cage in the chamber behind you.

As you walk back down the ramp to hitch a ride on the cage, it suddenly breaks loose and plunges into the abyss. Leap onto the chain, then climb up and turn until you're facing the open archway. Swing onto the ledge and climb through the opening. Three Gestapo agents respond immediately, so draw your weapon and take cover.

The agents use the doorways for cover, and you must do the same. Work your way back and forth down the hallway as you eliminate the agents, picking up discarded Lugers as you go. Proceed to the alcove on the right and pull the ring to the iron gates on the cells. Continue down the hallway until you reach a rat-infested chamber.

Turn left and wade through the water to reach a fountain. After filling your Canteen, climb onto the bridge (opposite the fountain) and pull the lever on the right to lower the chains. Jump to the first chain, climb up a bit and reposition Indy for a jump to the second chain. Climb up again and swing to the open ledge. Pull the lever to lower a cement block.

Drop to the block, and swing the chains back to the bridge. Pull the left-hand lever to lower the chains to your left. The first jump is very long, so back up to the edge of the bridge before running. Climb the chain a few feet and then swing to the second chain. Finally, swing over to the ledge, pull the ring, and walk under the raised gate to end the level.

THE COURTYARD

OBJECTIVE

* FIND A WAY INTO THE CASTLE'S MAIN KEEP

Indy begins the level in a small room connected to the castle courtyard. Stay out of sight until you're ready to make your move, because the courtyard is teeming with Gestapo agents. Your goal is to reach a flatbed truck that contains a demo charge (which you'll use to blow up the well). As you leave the room, hug the wall to your left and stop in the second corner, where you have a clear view of the truck.

From here, run across the courtyard to the truck, where you'll find an MP-40 (submachine gun) and plenty of ammo. If possible, jump into the truck and grab the demo charge. If you're under heavy fire, concentrate on the Gestapo agents and retrieve the explosives later. Select the MP-40 and systematically eliminate your enemies. Use the boxes, trucks, and statue for cover as you move around the courtyard.

Tip

Don't burn up your MP-40 ammo faster than necessary. A short burst is all it takes to injure an enemy. You'll use fewer bullets if you destroy each agent with three short bursts, rather than a continuous spray. You can also make your MP-40 ammo last longer if you pick up the discarded Lugers as you move around the courtyard.

Another wave of enemies pours out of the truck near the well. Finish them off and climb on top of the well to set your charge. Take cover and then jump down into the well. It's filled with water—remember to surface.

As you tread water, look down and see light pouring in from an underwater cave. Dive down and follow the light through a submerged hallway until you reach another chamber. Swim to the surface, climb out onto the platform, and pull the lever to open the gate. Walk through the gate, pull the ring, and ride the swinging wall to the next level.

THE GREAT HALL

OBJECTIVE

* FIND THE LIBRARY KEY

After emerging from the revolving wall, Indy finds himself in a large hall. A lone agent immediately attacks him. Try kicking the gun from the agent's hand and then using it on him for a quick resolution.

Tip

If you smash the table (or throw the Gestapo agent into it), you can pick up a hefty table leg to use as a weapon.

Exit the room and follow the stairs down to a set of double doors that leads to a dining hall. Two enemies enter the room from the stairs in the room's far right corner, and you can easily pick them off with the revolver as they approach. Continue up two flights of stairs and across the catwalk to the room's other side.

At the top of the stairway, use a whip-swing on the rafter to reach the high ledge ahead. Hop down from the ledge and take a running jump through the opening, followed by a whip-swing to grab the chandelier and swing across the room to the opposite ledge. Turn left and follow the path to get a glimpse of the room below, where several enemy agents are holding court.

Follow the path to a small balcony that overlooks the room. Step out onto the ledge, hug the wall, and work your way around to the right, where you'll find a floor lever. Pull the lever to release the chandelier and crush the unsuspecting enemies below.

From your position at the lever, walk to the alcove on your right and whip-swing on the overhead ring to reach the chain hanging from the ceiling. Climb up the chain and swing over to the edge of the balcony. This is a difficult swing, so make sure you have enough height before attempting the jump.

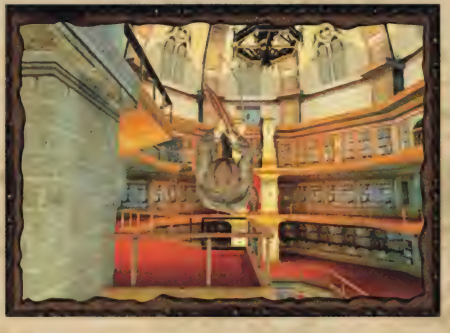
Grab a liquor bottle as you pass the hearth, and open the double doors on the left. Throw the bottle at the Gestapo agent closest to you, then jump into the fight. When all three are on the ground, continue into the room and collect the Library Key from the table near the window. Before leaving the room, pick up the Luger ammo and throwing knife from one bookcase. If you like heavy metal, grab the metal pipe from the other.

Use the key to open the room across the hall. Go down the staircase and open the double doors on the left to end the level and enter the Library.

THE LIBRARY

OBJECTIVE

* FIND THE CASTLE MAP



Step onto the catwalk, walk to the left past the wall tapestry, and climb onto the wooden hearth. When you reach the top, whip-swing over the railing to the adjacent catwalk.

After taking out an approaching enemy, climb the ladder. Another agent emerges from the archway to your left. Take him out, walk to the opening in the railing, and use a running, jumping whip-swing on the bottom of the chandelier to reach the other side of the room.

When you reach what appears to be the end of the catwalk, hug the wall and continue around the corner to a tiny nook, where you'll find a ladder to the next floor. Pull the ring to raise the giant tapestry on the far side of the Library, revealing a secret room. Make your way back to the second floor, fight a pair of Gestapo agents blocking your path, and continue to the secret room.

HIDDEN ARTIFACT: MEDALLION OF LEBUSE

YOU CAN NOW ACCESS A SMALL ROOM TWO LEVELS BELOW THE RING. GO BACK DOWN THE LADDER, WALL-HUG AROUND THE CORNER TO THE LEFT. CONTINUE DOWN THE CATWALK TO THE BIG OPENING IN THE RAILING, AND TAKE A RUNNING, JUMPING WHIP-SWING TO THE CHANDELIER, OVER TO THE ROOM'S OTHER SIDE. CLIMB DOWN THE LADDER TO THE NEXT FLOOR AND, WHILE FACING THE LADDER, GO RIGHT AND WALL-HUG AROUND THE CORNER INTO A SHORT CORRIDOR. CONTINUE INTO THE ROOM AND COLLECT THE MEDALLION OF LEBUSE FROM THE TABLE.

Climb up the ledge to the secret room and pick up the book. Return to the hearth, climb to the top, and whip-swing to the third floor catwalk. Enter the first archway on your left and pull the lever to lower the chandelier. Turn around, run, jump, and whip-swing on the underside of the chandelier to the other side of the room.

Walk through the archway and insert the book into the open space on the shelf, activating a secret revolving door. Walk to the table on your left and pick up the Prague Castle Map. Stand in front of the bookcase and insert the book again to activate the secret door.

As you return to the Library, several Gestapo agents enter the room through another secret bookcase door on the main level. Wait for them to arrive, or jump down to the next level and treat them rudely. Exit through the secret door and open the double door to finish the level.

Tip

If your health is low, go down the red-carpeted staircase to the lower level, and look for a lattice double door ahead and to the left. Go inside to find a water fountain, lots of wine barrels, and a drunken Nazi. Destroy the enemy, fill your Canteen, and return to the Library for your final battle.

THE ASTROLOGER'S CLOCK

OBJECTIVES

* LOCATE THE FIRST OF FOUR KEY ITEMS THAT WILL GRANT PASSAGE INTO THE ALCHEMIST'S LABORATORY
* HEAD TOWARD THE ALCHEMIST'S LABORATORY

As you enter a rat-infested hall, note the skeletons scattered about the room. Something isn't right here. There's a Golden Crown on a pedestal. This is ripe for the taking, but there's a price if you don't act quickly. Grab the Crown and run to the door ahead. Roll out of the room before the door drops, to avoid being sealed in the room as it fills with poison gas.

Follow the red carpet to the lever on the left side of the room, near one of the grim reapers. Pull the lever to summon a strange shrouded creature from the depths of the fire pit. Select the Crown from your inventory; walk up the steps toward the fire pit (don't get too close to the fire), and present the Crown. The creature accepts your gift and raises a control panel consisting of three levers.

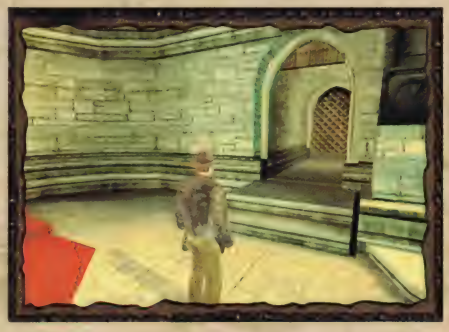
CAUTION

The following sections include sidebars that contain the solutions to the four door puzzles. If you'd rather solve the puzzles yourself, skip the sidebars and then return to the walkthrough when you enter each of the doors.

The levers control the sun and moon hands and the ring of symbols on the outer circle of the Astrologer's Clock. By interpreting the symbols on each of the four doors in the room, and setting the clock accordingly, you'll gain access to the four keys needed to complete this level. However, you must open the doors in a particular order, based on the item you give the creature. Your first gift was a Crown, so go to the first door on your left to view the symbols. Follow the instructions in the sidebar below to gain access to this room.

THE BULL DOOR (GOLDEN CROWN)

* ADJUST THE OUTER RING OF THE CLOCK UNTIL THE BULL IS DISPLAYED INSIDE THE CIRCLE AT THE TOP.
* MOVE THE SUN HAND TO 2 O'CLOCK.
* MOVE THE MOON HAND TO 4 O'CLOCK.



Walk through the open door to finish the level.

THE ARMORY

OBJECTIVES

* FIND THE BROKEN SWORD
* RETURN TO THE ASTROLOGER'S CLOCK

Destroy the wooden boxes to reveal a MedKit, walk to the last stall, and climb up the ladder. Climb another ladder to the roof, where you catch a glimpse of Gestapo agents patrolling the courtyard below.

While facing the courtyard, walk as far right as possible, hug the wall, and continue around the corner. Follow the path across the courtyard and past an archway to a wall ladder. Climb to the top and step through the archway into a room.

Walk to the archway on the right side of the room and take a running jump to the chain. Climb down almost to the end, then swing back and forth until you break the window and jump into the room. If you get lucky, you'll knock over a Gestapo agent as you come crashing through the window.

Open the small door and step down into the next room. Climb the ladder up to the roof, then hoist yourself up and over the ledge to the tower room. Overpower the single enemy (if you keep the fight near the balcony, knock him over the railing), then walk to the open archway, where you'll find a zip line. You'll use this later, but for now hang out the other opening and drop to the ledge below.

Walk up the slanted section of roof to reach a window that overlooks the Armory. Kick the glass and Indy falls into the room, knocking down an enemy agent in the process. Finish him off and go to the glass case in the room's center, where you'll find the Broken Sword. Punch the glass, grab the Broken Sword, and get ready for trouble.

Shoot, punch, and otherwise maim the agents who storm the room, then run up two flights of stairs to a corridor, where three more agents burst through the far door. Shoot them from a distance, and collect the MP-40 and MedKit they leave behind.

Climb up the ladder near the door in the previous room, then climb the ledge to reach the tower room with the zip line. Jump on and slide down to the green roof. Climb down two ladders, shooting an enemy agent along the way, to reach the stable room. Exit through the far left-hand door to return to finish the level and return to the Astrologer's Clock.

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THE ASTROLOGER'S CLOCK: PART 2

OBJECTIVE

* SOLVE THE SECOND STAGE OF THE ASTROLOGER'S CLOCK PUZZLE

With Broken Sword in hand, pull the lever to once again summon the creature from the pit. Present the sword and go to the door opposite the one you just opened. Note the Broken Sword stabbing the scorpion, and note the positions of the sun and moon. Now, go back to the three levers and set the clock as follows.

THE SCORPION DOOR (BROKEN SWORD)

* ADJUST THE OUTER RING OF THE CLOCK UNTIL THE SCORPION IS DISPLAYED INSIDE THE CIRCLE AT THE TOP.
* MOVE THE SUN HAND TO 12 O'CLOCK.
* MOVE THE MOON HAND TO 3 O'CLOCK.

Go through the door and continue into the hallway to end this level.

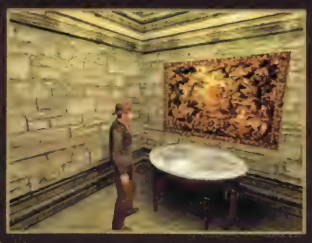
THE OBSERVATORY

OBJECTIVE

* FIND VEGA'S MANIFESTO

Leave the small room, step outside, and proceed through the archway to a staircase. Walk past the first door and turn the corner as a lone Gestapo agent bursts through the door. Take him out and go inside.

Hidden Artifact: Stochov Fragment



When you leave the small room, turn around and look at the outside of the building. There is a narrow ledge that runs past the fence, toward the back of the building. Jump onto the ledge and immediately wall-hug. Move around to the other side of the building. Release from the wall-hug and complete a quick, running jump to the ledge on the tower (with the observatory on the top). Keep moving when you release the hug, or you will fall off the ledge. You'll find the Stochov Fragment inside the room.

Exit through the left-hand door, defeat the enemy agent, and leap to the chain. Turn to face the ledge, climb up the chain, and swing back toward the building. Then, climb up another ledge, walk up the ramp, and continue around the edge of the roof until you reach a short ledge.

Pull your gun and deal with the approaching agents. Climb the ladder to the next level and walk toward the turret. Drop down at the railing's opening and walk around the base of the turret to find a MedKit. Continue to the opening and drop down. Walk to the railing, turn right, then step out onto the ledge. Jump across the break to the left to grab the revolver ammo.

Jump back across the break to the right and walk to the corner of the wall. Turn left and whip-swing across to the other ledge. Walk around the catwalk to the right and open the door. Note the lever mechanism on the floor near the gears. Collect the missing lever handle, which is upstairs on a table next to the telescope.

Attach the lever handle to turn the gears, which in turn, rotates the telescope. Go back upstairs and look into the telescope to view the constellation of Orion. Then walk toward the small painting to the right and open the secret door. Inside, you'll find Vega's Manifesto.

As two Nazis break down the barred door, climb the ladder attached to the telescope. Step out onto the ledge and proceed to the left; take the zip line down and across to the next building. Dispatch the lone Nazi and go through the doorway and down the stairs, where you'll find a water fountain and yet another Nazi.

Go down the stairs, shoot one more enemy agent and continue down the next stairway. Open the double doors into a small room, then exit through the next doors to finish the level.

THE ASTROLOGER'S CLOCK: PART 3

OBJECTIVE

* SOLVE THE THIRD STAGE OF THE ASTROLOGER'S CLOCK PUZZLE

Deliver Vega's Manifesto to the creature, then go to the door with two knights set against the backdrop of a scroll (Vega's Manifesto). Set the clock to open the door.

Two Knights Door (Vega's Manifesto)

* Adjust the outer ring of the clock until the twins are displayed inside the circle at the top.
* Move the sun hand to 6 o'clock.
* Move the moon hand to 11 o'clock.

VEGA'S TOWER

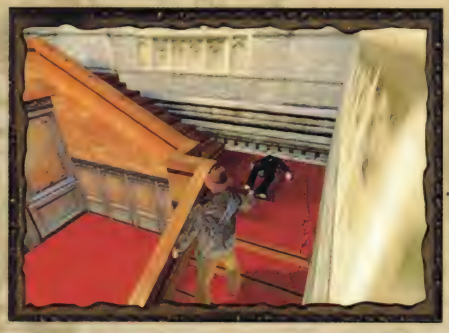
OBJECTIVES

* Find the Soul Crystal
* Return to the Astrologer's Clock

Tip

If you take too much damage, causing you to use your third MedKit, swing back to the opening room and grab the MedKit, restoring your inventory to maximum.

If you have fewer than three MedKits in your inventory, pick up the one on the table, then continue through the next door. A cutscene shows a clock tower and another lower tower, which is your final destination. Jump to the chain, and quickly reorient your position for a leap to the ledge. An agent fires at Indy from the ledge, so you must work quickly.



Go up the stairs and surprise a cigarette-smoking Nazi. Attack quickly and knock him out the window. Take a running jump to the next ledge, follow the path all the way around, and edge around the corner just enough to pick off the two Nazis on the balcony. Proceed into the room and shoot another Gestapo agent as he comes down the stairs. Proceed up the stairs and leap across to the next building.

Go around the base of the turret and whip-swing to the next ledge. Then, leap to the first chain, and swing over to the next one. Climb up and swing over to the ledge.

Follow the path to one more chain, and climb up to the bell tower level. Jump to the ledge, and take the elevator up to the clock tower. Pull the lever to open the clock face.

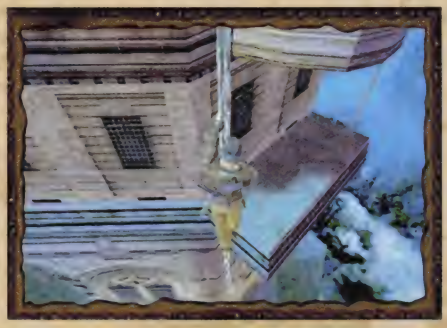
HIDDEN ARTIFACT: CISTERCIAN MASK

AFTER ENTERING THE BELL TOWER, WALK PAST THE BROKEN BELL AND LOOK THROUGH THE OPENING IN THE WALL TO LOCATE ANOTHER CHAIN. LEAP TO THE CHAIN AND CLIMB DOWN UNTIL YOU ARE LEVEL WITH THE WINDOW. SWING THROUGH THE WINDOW TO FIND THE CISTERCIAN MASK.

Climb the ladder to the wooden deck and pull the lever to launch the hang glider. After landing on the ledge, climb up into the room and grab the Soul Crystal.

When you grab the Soul Crystal, several doors open, releasing poison gas into the room. Jump onto the bookcases to reach the upper ledge. Take a running whip-swing to the chandelier and then swing across and through the window.

Leap to the chain, climb down to the next level, then jump to another chain. Climb down and swing into the window. Go down the stairs and open the doors to exit the level.



THE ASTROLOGER'S CLOCK: PART 4

OBJECTIVE

* SOLVE THE FOURTH STAGE OF THE ASTROLOGER'S CLOCK PUZZLE

THE SCALES DOOR (SOUL CRYSTAL)

* ADJUST THE OUTER RING OF THE CLOCK UNTIL THE SCALES ARE DISPLAYED INSIDE THE CIRCLE AT THE TOP.
* MOVE THE SUN HAND TO 10 O'CLOCK.
* MOVE THE MOON HAND TO 10 O'CLOCK.

The door opens, beginning the final level of Prague—a chilling battle against a hideous, chemically altered beast.

THE LABORATORY

OBJECTIVE

* RECOVER THE SECOND FRAGMENT OF THE MIRROR OF DREAMS.

As you enter the Laboratory, a giant green mutant breaks out of a glass enclosure and charges at you. The beast launches powerful fireballs and heaves wooden boxes at you. Avoid these attacks as you race around the room, looking for small beakers of green acid to throw at the monster.

After you hit it with four beakers of acid, the monster drops to its knees and then flies into a rage, smashing the machine that produces the acid. Among the remnants is a long metal rod, tipped with acid. This is your weapon for defeating the monster. Grab the rod and repeatedly beat the monster. After several blows, Indy finishes the job by ramming the rod through the monster.

After you destroy the monster, pick up the Dragon Shard, and walk toward the door to exit the level. Unfortunately, Indy never makes it, as a can of sleeping gas hits the floor, knocking our hero unconscious. After sleeping through a long plane ride, Indy awakens in Istanbul. The quest continues!

Istanbul

ISTANBUL BREAKOUT

OBJECTIVES

* ESCAPE FROM THE CELL AND RECOVER YOUR EQUIPMENT
* FIND A WAY INTO THE RUINED MOSQUE

After sleeping through a long flight from Prague to Istanbul, Indy awakens chained to a wall inside a small room. After being released, Indy faces two guards. Unfortunately, his satchel is missing, so all he has are his fists. This is a tough fight without weapons—just keep moving and use the platform to force the attackers to come to you, where it's easier to connect with several punches in a row.

When you exit the room, a lone enemy attacks. Stay away from his sword, and pick it up when you knock it from his hands. Continue down several stairways until you reach the beginning of a long bazaar. If you quickly hide behind the wall on either side of the door, you can surprise the approaching guard.

Go into the first courtyard, where you'll find a cluster of grenades behind the boxes on the left. You'll use these later to take out an elevated machine gunner, but for now, run into the next courtyard and collect the MP-40. Climb onto the table, then the ledge, to take out the first machine gunner. Turn left and use your crosshairs to eliminate the enemy on the far ledge.

Pick up the MP-40 ammo on the wooden box (you can't collect the MedKit until you retrieve Indy's satchel), and run down the stairs to a series of underground rooms. Defeat three machine-gun-armed guards as you work your way to the end of the hallway. There are more grenades on the floor, and you can trigger explosions with your machine gun by shooting the oil barrels scattered throughout the rooms. Turn left at the end of the last room to collect the satchel, MP-40 ammo, and a MedKit.

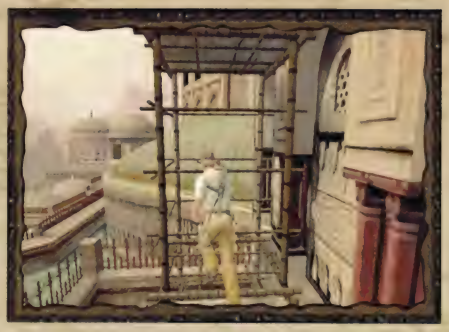
Return to the area where you first acquired a machine gun, whip-swing across to the ledge and immediately draw the machine gun to take out two guards who drop down into the courtyard.

Climb the ledge, shoot the guard, and take over the stationary machine gun. Take out two guards who climb up to the ledge, then target two more enemies behind the archways at the far end of the courtyard.

Work your way down the stairs and ramp to reach a courtyard at the tower's base. Several enemies surround Indy, but with Mei-Ying's help, you can defeat them. Walk through the doorway on the left (under the awning), and climb the scaffolding. Jump to the chain, climb higher, and swing over to the ledge.

Hug the wall and walk around the narrow ledge to the next corner. Leap onto the scaffolding and climb the structures to the tower's top. Walk around the ledge to the boxes, and push the largest container off the platform to activate the elevator.

Climb down the scaffolding as you work your way to the courtyard. Two more enemies see you and follow down the zip line. Wait until they arrive, eliminate them, and continue your climb on the scaffolding. Your goal is to reach the large dome, up and to the left.



Climb up the scaffolding and ledges, taking care of another sword-wielding enemy, until you reach the top of the dome. Walk through the doorway to end the level.

HIDDEN ARTIFACT: PIRI REIS MANUSCRIPT

INSTEAD OF GOING THROUGH THE DOOR TO END THE LEVEL, VEER OFF TO THE LEFT AND SLIDE DOWN THE DOME TO A NARROW LEDGE. FOLLOW THE LEDGE AROUND THE CURVE OF THE DOME AND DROP DOWN ONTO A BALCONY ON THE OTHER SIDE. ENTER THE ROOM TO FIND THE PIRI REIS MANUSCRIPT (TAKE A DRINK FROM THE FOUNTAIN IF NECESSARY).

THE SECRET OF THE MOSQUE: PART 1

OBJECTIVE

* THE NAZIS ARE EXCAVATING SOMETHING BELOW THE MOSQUE. GET DOWN THERE AND FIND OUT WHAT IT IS.

Follow the ledge to your left and walk through the doorway to reach a large opening in the floor. Whip-swing to the other side, then use a running, jumping whip-swing to reach the next ledge.

Slide down the chute, executing a jump and whip-swing on the overhead light before you fall into the pit. Follow the trail of broken floor sections to reach a skeleton, where you'll find a MedKit and MP-40 ammo.

Retrace your steps and go through the archway. Follow the hallway until you come up behind two Nazis who gaze into the pit. Shoot them from afar, and one or both will probably fly over the railing. If you miss this long-range opportunity, get up close and use the "Grab and Throw" technique to launch the Nazis over the side.

The "Grab and Throw"

Use this combination to throw enemies from high places. Initiate the grab, then throw your enemy in the desired direction.

Hug the wall on the left and move carefully along the ledge to the next room. Dispatch a sword-wielding guard and two armed Nazis (add the discarded Mauser to Indy's arsenal). Check out the table in the back of the room for a MedKit and a demo charge. MP-40 ammo is on the table adjacent to the demo charge.

Go through the archway and down the stairs. Several enemies attack, but from your elevated position, you can pick them off easily from long-range.

Continue down another flight of stairs and whip-swing across to the next ledge, where you fend off two more sword-wielding guards. Continue around the ledge until you reach a large section of broken floor. Carefully drop down on the broken sections until you reach the lower ledge. Use a running, jumping whip-swing to vault over the rubble and into the hallway.

HIDDEN ARTIFACT: OTTOMAN SEAL

BEFORE ENTERING THE LARGE ROOM, ROLL UNDER THE DAMAGED WALL TO COLLECT THE OTTOMAN SEAL.

Note the damaged wall straight ahead. This is where you will place the demo charge. For now, turn right and follow the long hallway until you reach a large circular room. The area is swarming with armed Nazis, so pull out your MP-40 and use the wooden boxes for cover as you clear the room.

Smash the wooden boxes to uncover MP-40 ammo, a grenade, and a MedKit. You'll find the demo charge on a table on the right side of the room. Return to the damaged wall, set the demo charge, and walk through the doorway to end the level.

THE SECRET OF THE MOSQUE: PART 2

OBJECTIVE

* GET TO THE CRANE AND USE IT TO DESCEND INTO THE PIT

As you proceed down the hallway, take care of a knife-wielding guard and machine-gun-armed Nazi in a room to the left. Turn left and enter a large room filled with scaffolding. Climb the first section to your left, and use a running, jumping whip-swing to reach the next section. Leap across to another level of scaffolding and continue through the doorway.

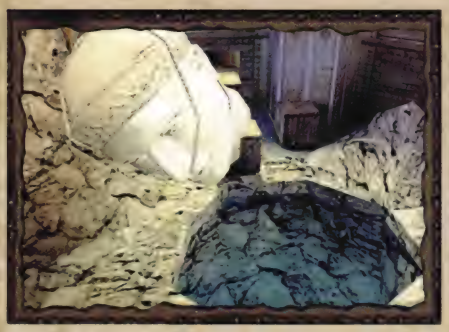
Turn left, climb the ledge, then jump to the next opening. Walk through to the other side, turn left, and leap across to the next ledge. Continue past the opening, hop down, and walk through the next doorway to the right. Whip-swing to the opposite doorway, walk to the end of the hallway, and hang off the ledge before dropping to the floor.

Tip

You can avoid taking damage on the fall if you take a running leap from the opening to the opposite ledge. Hang from the ledge and fall into the boxes to land without a scratch.

Take cover behind the wooden boxes and let the two Nazis approach before blasting them with the MP-40. Scavenge the discarded weapons for ammo, and stop at the fountain to refill your Canteen (step onto the inner ledge of the fountain).

Walk cautiously toward the elevator, where you'll encounter three armed Nazis, one in the corner of the room, and two more inside the elevator. You may be low on ammo, so don't be too aggressive. Pick up any discarded weapons to maintain your ability to shoot from afar. Clear the elevator and ride it to the top.



Climb into the cockpit of the crane. Activate the controls and swing the crane hook over the head. Drop the hook, then hook the head. Now, swing the head to the right until it's over the pit. As the head moves into position, a cutscene shows two Nazi soldiers overhead. After dropping a ladder, they climb down into the crane room .

Defeat the Nazis, then climb the ladder to the top of the crane room. Climb two ledges to reach a short ladder that leads to the neck of the crane. Walk up the ramp to the end, then whip-swing to the top of the head. A cutscene shows another Nazi controlling the crane. He releases the hook, sending the head with Indy aboard to the bottom of the pit, ending the level.

THE SUNKEN PALACE

OBJECTIVES

* FIND A MAP OF THE SUNKEN CITY
* MAKE AN ENTRANCE INTO THE PALACE OF BELISARIUS

The giant head plummets into the water, with Indy on top. Get to the surface and swim to the room's far end, toward two lights mounted on a floor tripod. Climb out of the water, smash the boxes to reveal a MedKit, and pick up an Oxygen Tank.

NOTE

The Oxygen Tank is an upgrade that lengthens Indy's Oxygen Meter.

When you dive into the water on the other side of the platform, you see an underwater archway. There's also hungry sharks circling below. Swim through the archway, turn left, then follow the underwater light through another archway. Turn right and surface between two pillars and climb onto the ledge.

Run across the sand and up the steps to reach the hut. Watch out for an armed guard as you approach (use the wooden boxes on the left for cover). Enter the hut and collect the spear gun and spear gun ammo. Finally, pick up the Istanbul Map and MP-40 ammo from the table. Another door leads to the outer yard. The wooden boxes are empty, but you can roll under the opening in the wall to reach a water fountain.

When you exit the hut, walk left, climb down the ladder, and peer into the water, where two Aqua-Nazis work near a floodlight. Dive into the water, use the spear gun to skewer the Nazis, and collect the demo charges. Check your air supply (surface if necessary), then swim around the large submerged, circular building, picking up the machete on the ground near a skeleton (you'll need the machete to finish this level).

Exit the water near the hut, then retrace your steps across the sand to where you climbed out of the water. Follow the underwater lights and swim back through the first archway, returning to the first platform (in the room with the crane).

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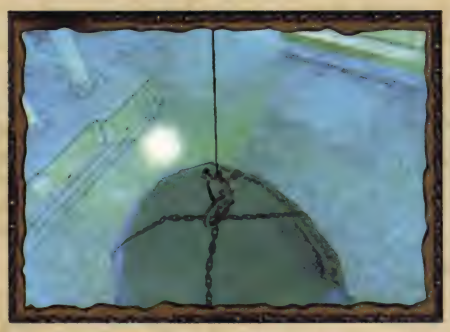
Note the large cracked pillar on your left. Arm Indy with the spear gun and jump into the water. When the shark approaches, fire a couple of spears to stop it cold. Then, climb onto the base of the pillar, hoist up to the cracked area, and place a charge. Swim to a safe distance, then watch the pillar explode, crash into the water, and create a path to the upper level.

Walk up the slanted pillar, then leap across several ledges until you reach two hooks suspended on an overhead rope. Use two whip-swings on the hooks to reach the next ledge.

Follow the path across the ledges, and leap across an opening. When you reach another overhead hook, run, jump, and whip-swing to land on top of the large wooden crate. Use the machete to slash the rope, bringing the crate crashing to the ground.

HIDDEN ARTIFACT: DELIAN PROCLAMATION

WHEN THE WOODEN CRATE HITS THE GROUND, YOU'LL FIND THE DELIAN PROCLAMATION IN THE RUBBLE.



Jump to the crane deck and go inside the control room. Use the levers to move the crane over the underwater pit where the head is resting. When the crane hook icon appears on the screen, lower the hook into the water. After the crane lifts the head out of the water, slam the head into the wall, creating an opening. Finally, release the crane controls.

Leave the crane and jump down to the right ledge. Follow the path to the head and climb through the new wall opening. Make your way to the corner of the room and climb the stairs.

Turn right and follow the ledge until you reach an outcropping on the right. Look up and across the room to see a bar sticking out of the wall. This is your whip-swing connection. Step back, run, jump, and whip-swing to the opposite ledge. Turn right, then run and leap across the opening in the floor to reach the doorway. Continue through the archway to exit the level.

THE GATES OF NEPTUNE

OBJECTIVES

* MAKE YOUR WAY TO THE TEMPLE OF POSEIDON
* FIND THE KRAKEN COIN
* FIND THE SEAHORSE COIN
* FIND THE TRIDENT COIN
* FIND THE WINE COIN
* OPEN THE TEMPLE GATE

Leap off the ledge into the water, and immediately arm Indy with the spear gun. Dive underwater and start swimming toward the other end of the cavern. A very aggressive shark will attack, so be ready to fire three spears to destroy him. Continue swimming underwater until you reach a rock facing. When you surface, climb out on the low ledge.

Follow the low ledges as far as possible, then turn left, climb the pillar, and whip-swing on the dolphin head to reach the other side. Climb up onto the narrow ledge to the left and wall-hug around the corner. Drop down, then jump diagonally to the next ledge (it has similar floor tiles to the one you're on).

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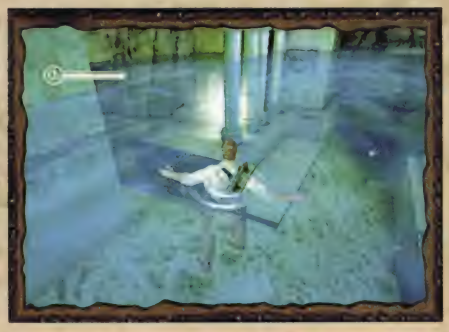
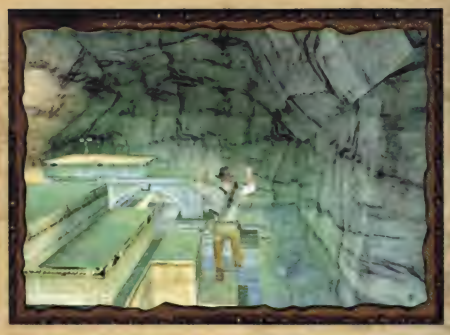
Wall-hug around the corner, leap across a small opening, then jump across a larger opening to the ledge (it has a wall with two circular relief sculptures). Jump up to grab the top of the wall, pull yourself up, and continue up the stairs.

There is a lone guard waiting for you on the other side. This is a very long jump, so use the short, narrow ledge that juts out on the right, along the wall. Eliminate the guard and follow the path around the corner and down the stairs, where you meet another guard.



Continue down the stairs until you find spear gun ammo and the Wine Coin. Return to the platform where you first climbed out of the water. Jump back into the water and follow the cave around to the left, where you'll see two archways. Grab the spear gun and swim through the larger archway, watching out for another shark. As you swim through the archway, you'll see an underwater light. Pick up the spear gun ammo on the ground, then swim through the opening with a submerged staircase.

Climb the stairs and follow the path, leap across an opening, and continue until you reach another dolphin head statue on the wall. Whip-swing to the other side, then climb up the ledges to reach the level with five columns. Walk through the archway and continue to the right until you reach the wall. This is a very difficult jump—you must stand against the wall, run a short distance, and leap to a tiny section of the ledge that juts out from the cave wall below. Margin for error in reaching the ledge is very small; angle the jump toward the rock wall, so Indy will slide down and land farther back on the ledge.



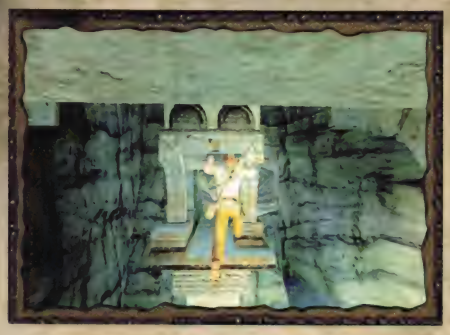
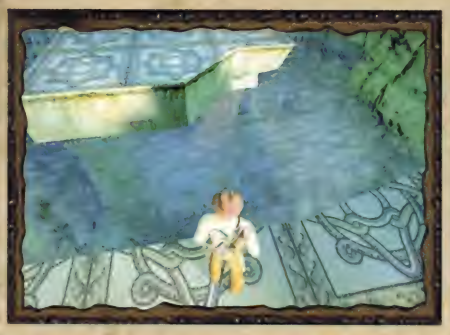
Note the section of fractured wall—you're going to blow it up after you get the demo charges. Climb up the fallen column to the top of the ruins. Turn right, drop down one ledge, then leap across to the platform with two floodlights. From here, climb over the top of the massive archway and down the other side to reach the campfire. Collect two of the three demo charges (you can only hold two at a time).

Retrace your steps down the fallen column to the damaged wall. Set a demo charge, then walk through the opening to retrieve the Trident Coin.

Exit the room, grab the spear gun (yes, there are more sharks), and jump back into the water. Turn right at the platform with the campfire. Swim through two large archways, and then make a hard right, where you'll find a damaged section of wall underwater. Use your remaining demo charge to blow open the wall (you must place the demo charge underwater, about midway down the wall) and collect the Seahorse Coin.

Work your way back up to the campfire level and collect the last demo charge. Walk through the doorway and follow the right-hand wall around the corner to a weakened section of wall. Set the demo charge and blast an opening to a water fountain. Restore your health, then go back through the archway and turn right. Walk to the end of the platform and look right to find a rope.

Climb the rope, swing onto the ledge, and continue to the right along the wall. As you approach the opening, watch out for a grenade-throwing guard. Shoot him from afar—it will likely take only one shot to take him out, because the impact will knock him off the ledge.

Turn right and follow the walkway between the arches, shooting two more guards along the way. Leap across two large openings and continue into the cave. Follow the path until you reach a broken section of tiled floor. Dive into the water and look for the final coin, resting on the floor near the light. Climb out of the water onto the low platform, and leap back across the opening.

Install each coin in its respective place on each pillar. When all coins are in place, turn the two wheels located between the pairs of pillars. Walk through the open door to exit the level.

THE FALL OF THE SEA KING

OBJECTIVE

* FIND THE KRAKEN'S CHAMBER

Continue into a chamber that houses a massive statue of Poseidon. Note the water pouring into the chamber. Dive into the water and swim down to an underwater passage that takes you beneath and then to the other side of a semi-circular gated window.

Go up the stairs in the corner of the room. Follow the path to reach the aqueduct room. Drop off the ledge and turn the wheel on the wall to shut off the water. After an explosion, two guards rush into the room—prepare to fight your way back to the stairway.

Swim back through the underwater passage to the chamber. Climb onto a small, square pedestal, then leap to the next ledge. Follow the path around the edge of the room to a large opening, where you can whip-swing on the dolphin head to the other side. After you land, stay put for a moment while part of the ledge crumbles and falls into the water. Run and jump to the next ledge, but be careful of the crumbling ledge.

Stand in the tall archway and then run, jump, and whip-swing to Poseidon's trident. Follow the ledge around behind Poseidon. Drop down onto the ledge. Note the demo charge location on the statue's rear thigh. Walk to the left side of the ledge, grab the spear gun, and jump into the water.

Turn around and look for two Nazi divers armed with spear guns. Shoot them and then swim into the cave to retrieve the demo charges (located in a wooden box). Swim toward the statue and place a demo charge near the ankle of Poseidon's front foot.

Swim back to the square pedestal, climb out of the water, and retrace your steps back to the ledge near the statue, and whip-swing to the other side of the room. Follow the corridor around to the right and hop down to the ledge behind the statue's rear leg.

The statue is now weak enough for Indy to kick it down. Jump back into the water and swim to the remaining section of pillar sticking out of the water. Climb onto the pillar, leap across to the ledge, then climb up the vine wall to the upper level. From behind Poseidon's head, whip-swing on the hanging lamp and kick the statue's head, causing Poseidon to crumble and fall, and ending the level.

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THE KRAKEN'S LAIR

OBJECTIVES

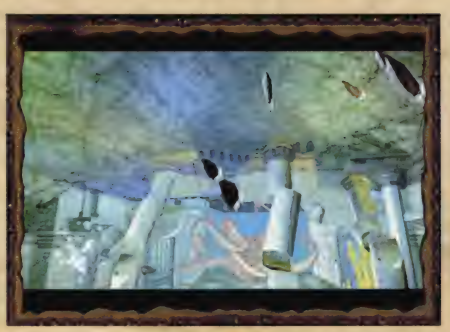
* DEFEAT THE KRAKEN
* RECOVER THE THIRD FRAGMENT OF THE MIRROR OF DREAMS

NOTE

Super spear gun ammo is scattered around underwater, but you can't collect it until you acquire the super spear gun.

As Poseidon crumbles, Indy falls into the Kraken's lair. Look behind you (away from the Kraken) and climb out of the water onto a low platform. On the connecting ledge, you'll find a super spear gun, two boxes containing four demo charges, and an Oxygen Tank. You'll need the explosives to blow the four pillars surrounding the Kraken, which is the only way to destroy the beast (more on this later). The super spear gun allows you to fend off the Kraken's minions—hundreds of jellyfish that grab onto Indy and drag him back toward the Kraken. They eventually self-destruct, but you should use the super spear gun to destroy the little suckers before they reach you.

As you avoid the jellyfish, place the demo charges on the four pillars, at the jagged breaks in each pillar. The Kraken also blows water at Indy, pushing him away from the pillars. Use the crosshairs and fire at the Kraken's eyes. This temporarily disables the monster, allowing you to get close to the pillars.



After the final charge is in place, the pillars collapse onto the Kraken, destroying it and draining the water from the Kraken's lair. Walk to the area vacated by the Kraken, and collect the third fragment of the Mirror of Dreams, ending the Istanbul level. Mei-Ying arrives to shed more light on the adventure. A trip to Hong Kong has already been arranged, and Indy's enemies are about to become even more deadly.

Hong Kong

THE GOLDEN LOTUS

OBJECTIVE

* RESCUE MEI-YING

While dining with Indy in a Hong Kong café, Mei-Ying, Indy's mysterious partner, suddenly disappears, telling Indy "something is not right." Indy immediately finds himself up against several martial arts thugs. Hand-to-hand fighting becomes much more difficult on this level, and this is your first test. Don't wade into the fight like you did against the Nazis on previous levels. Keep moving! Use the stage and adjacent rooms as you avoid multiple attackers, and grab chairs to neutralize your attackers' leaping side kicks.

Tip

Chairs and bottles help even the odds against the martial arts attackers. Grab whatever weapons are handy and use them at close range for maximum effect.

Exit through the doorway behind the bar and follow the path to a staircase. Two more thugs attack, and they love to use leaping side kicks. If you can step aside as one attacker launches a kick, he will clobber the other attacker.

Continue down the stairs to a basement storage room filled with wooden crates. The boxes aren't breakable, so you won't find any weapons or health power-ups. Climb two wall ladders to reach an overlook, from where you see Mei-Ying battling two attackers on the floor below. Climb up another ladder to face a sword-wielding attacker. Now you have a weapon! Destroy the boxes and collect the Iron Skin Potion.

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Open the red door and enter the next room, where you face two more swordsmen. Pull the lever, then exit the room through the blue door (by pulling this lever, you'll be able to use the lever on the ground floor, to the stage's right). Follow the path down the cement staircase, and exit through the red door. Go left down the hallway, where another attacker jumps from a room on the right.

HIDDEN ARTIFACT: TAI-TSU MASK

AFTER TAKING OUT THE SWORDSMAN, ENTER THE FIRST ROOM ON THE RIGHT TO COLLECT THE TAI-TSU MASK ON THE PODIUM.

Tip

If you lose your sword along the way (or it breaks), run into any of the small rooms and grab a chair. Don't face the swordsmen with just your fists.

Follow the circular hallway, bypassing one empty room and taking on a lone attacker in the next one. Two more attackers rush out as you near the end of the hallway. Eliminate them and walk through the double doors. Follow the stairway to reach a much-needed water fountain. Turn left and go through the double doors to reenter the café.

Walk to the right of the stage and pull the lever to open the curtains. There's only one attacker, but he has a gun—dodge his bullets as you rush the stage (the curtain only stays open for a few seconds, so don't delay). Collect the discarded Mauser, and the ammo left behind by the departed thug.

Climb the ladder to the wooden platform and leap to the rope hanging near the ladder. Keep swinging, jump to the next rope, and finally, leap off to the platform. Exit through the door to end the level.

THE GOLDEN LOTUS: PART 2

OBJECTIVE

* RESCUE MEI-YING

Hide behind the boxes, pull the revolver, and shoot the shotgun-wielding suit on the other side of the room. Collect his weapon and exit through the blue double doors. More armed enemies are waiting in the next room. Continue around the boxes and down two flights of stairs.

When you reach the basement, a cutscene shows Mei-Ying being taken away by her captors. Advance through the room, taking out several shooters along the way.

HIDDEN ARTIFACT: LONGSHAN IDOL

LOOK FOR TWO BEIGE-COLORED DOORS, AND GO THROUGH THE ONE ON THE LEFT. COLLECT THE LONGSHAN IDOL FROM THE TABLE.

Go around a stack of boxes, turn left to reach the blue double doors, and exit the level.

THE STREETS OF HONG KONG

OBJECTIVE

* RESCUE MEI-YING

HIDDEN ARTIFACT: QIANLONG PLATE

WHILE CAREENING THROUGH THE STREETS OF HONG KONG, LOOK TO YOUR LEFT FOR A WOODEN BOX ON A LEDGE. START LOOKING FOR IT AFTER PASSING ANOTHER WOODEN BOX ON THE GROUND (ALSO ON THE LEFT). WHEN YOU SHOOT THE BOX ON THE LEDGE, YOU'LL RECEIVE A MESSAGE THAT YOU ACQUIRED THE QIANLONG PLATE.

The chase begins when Indy steps into the rickshaw. As you wind through the streets of Hong Kong, you're assaulted by waves of enemies in limousines and motorcycles (complete with sidecars). Fire at the vehicles, causing them to explode and quickly eliminating all of the passengers. Indy jumps out near the dock where he sees Mei-Ying and her captors boarding a submarine. The ship leaves port and Indy must find a way to follow them.

Peng Lai Lagoon

THE SECRET OF PENG LAI LAGOON: PART 1

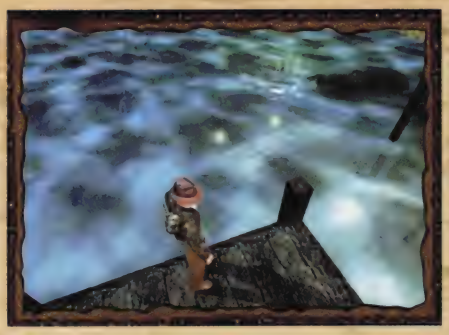
OBJECTIVES

* LOCATE A DEMO CHARGE AND BLAST A HOLE THROUGH THE LAGOON WALL
* FIND A PATH THROUGH THE ANCIENT RUINS

The level begins with Indy swimming through an underground passage to reach Peng Lai Lagoon. Surface immediately and swim to the ladder leading up to a small wooden dock. Smash three wooden boxes to reveal items critical to meeting your first objective: a spear gun, spear gun ammo, and an Oxygen Tank.

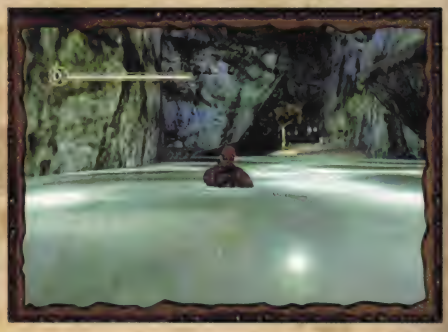
CAUTION

Don't hang around on the water's surface, or a very large shark will pay you a visit. On its first pass, it just checks you out, but if you're still there when it returns, our hero becomes a tasty morsel.

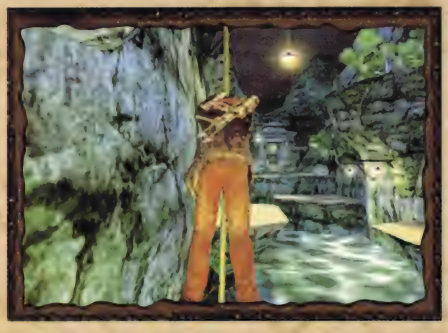


Jump back into the water and swim toward the submarine wreck. Grab the spear gun and destroy the two sharks in the area. Pop back up for some air, then return to the wreck site. Look for a Nazi diver to the sub's left.

Shoot the diver and then swim into the main wreckage of the sub, where you'll find a demo charge. Grab it (the charges in the box aren't accessible) and surface for air. Dive to a ledge just above the submarine, where you find another diver. Spear him and then set a charge on the fractured wall to blow open a pathway.



After filling your lungs, dive and swim through the hole, following the tunnel to the right. When you reach the section where the tunnel drops down, look up for a small underwater cave. This is a good spot to grab some air and collect two spear gun ammo packs. Continue down to the sandy bottom, where you find another Nazi diver. Take him out, swim up slightly, then follow the lights to the cave, where you surface near a sandy beach. Watch out for a large shark patrolling the area.



Climb onto the beach, smash the wooden box for a MedKit, then jump up to the rope. Climb up and swing over to the ledge. Take a running jump to the opposite ledge. This is a very difficult jump that requires a ledge grab, so make sure you leap at the very last second as you approach the edge. Two Nazis start jumping around on the far ledge. Take out the revolver and shoot one or both from long range.

Consecutive whip-swings take you to the sandy ledge just below the entrance to the ruins. Climb up the ledge and go through the door to finish the level.

THE SECRET OF PENG LAI LAGOON: PART 2

OBJECTIVES

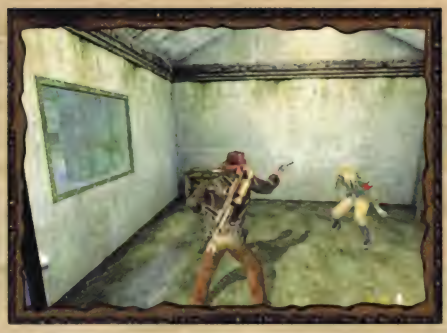
* ACCESS THE CLIFF-TOP SUB BASE ENTRANCE
* GET TO THE CRANE AND USE IT TO GIVE INDY A BOOST

HIDDEN ARTIFACT: SANCAI PLATE

GO STRAIGHT PAST THE LIGHT AND TURN RIGHT, WHERE YOU FIND A DEMO CHARGE LEANING AGAINST THE WALL. PLACE THE CHARGE ON THE FRACTURED WALL TO GAIN ACCESS TO A SECRET ROOM, WHERE YOU FIND THE SANCAI PLATE. YOU ALSO FIND A MEDKIT, PANZERSCHRECK, AND PANZERSCHRECK AMMO. YOU CAN'T HANG THIS BAD BOY ON YOUR BELT, SO YOU'LL HAVE TO CARRY IT.

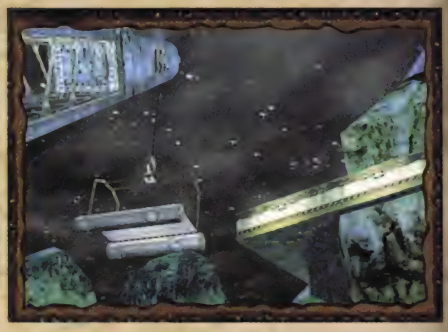
Exit the room and go up the stairs to a mounted machine gun. Take over the gun and settle in as you slice and dice several Nazis. Watch out for three enemies who fire at you from a ledge up and to your left. When all the enemies are destroyed (you'll know it when the music changes), climb down, run to the end of the hall, and go into the cave.

As you reach the cave's mouth, you see a cliff entrance and a giant crane. Follow the grassy ledges on the right until you reach the lower level. Use the panzerschreck to incinerate the Nazi guard running around near the tower. Go inside the shack to collect the power-ups, then hop onto the elevator. Pull the lever to ride to the top, then climb the ladder (toward the rear corner of the platform).



Take the zip line across the water to the crane (sorry, you have to leave the panzerschreck behind). There's a Nazi on the dock and another inside the shack. Climb the ladder on the far side of the crane to enter the control room.

Take over the crane and move the hook to the right, until it's over the floating platform. Attach the hook to the platform and swing it as far right as possible. Finally, raise it all the way to the top, then exit the control room.



Climb the ladder to the roof and walk up to the edge of the crane platform. Back up a few steps, take a running, jumping whip-swing to reach the overhead bar, then swing over to the platform.

Take a running jump to the ledge. This is another long jump, so keep to the platform's right side as you begin your run to the edge. Go through the doorway and pull the lever to open the elevator doors and end the level (if the alarm is sounding, you must turn it off or you won't end the level).

IRON CROSS

OBJECTIVE

* INFILTRATE THE OUTER SUB BASE, AVOIDING GUARDS WHEN POSSIBLE

Follow the corridor to the double doors that lead outside. Use the boxes for cover as you go up the stairs. If the alarm sounds (very likely), Nazi flamethrowers will arrive—and they're deadly. Take out the revolver or Mauser and be prepared to shoot your way up the second set of stairs. Follow the path to reach the alarm. When you pull the lever, the flamethrowers temporarily cease and desist.

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Tip

If you're still on the lower level when the flamethrowers arrive, jump in the water to stay safely out of range.

HIDDEN ARTIFACT: SIMA QIAN SHIJI

OPEN THE DOOR NEAR THE ALARM AND GET READY FOR TWO INQUISITIVE NAZIS. CONTINUE UP THE STAIRS AND ENTER THE ROOM, WHERE YOU'LL FIND THE SIMA QIAN SHIJI. IF THE ALARM IS RINGING, TURN IT OFF.

Go back down the stairs past the first alarm you turned off. Go right and left, then down the stairs to another room, where you'll find a much-needed MP-40. Now you have someplace to put all that ammo you've been collecting. Go back up the stairs and straight down the next stairway. Continue down to the next level. Open the double doors and get ready for company.

Go up the stairs to face three Nazis and a flamethrower. The alarm is sounding, so quickly take out these enemies in order to turn off the alarm and halt the flow of flamethrowers. Use the boxes for cover and, above all, stay away from the flames.

Tip

The flamethrowers take a second to get charged up, so shoot them first, even if you're under fire from other enemies. A bullet does considerably less damage than a burst of fire.

Go down the stairs and continue through the double doors. Follow the corridor and exit through another set of double doors to finish the level.

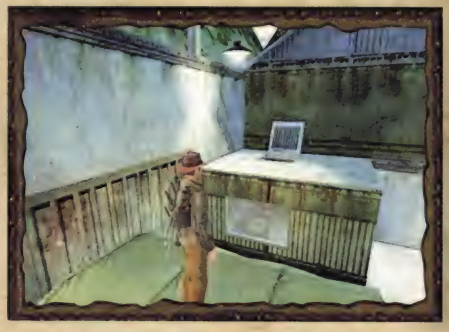
THE U-BOAT BASE: PART 1

OBJECTIVE

* FIND A WAY INTO THE U-BOAT PENS

As the level begins, Indy needs an officer's uniform to make his passage a lot easier. Go through the door and continue up the stairs, where you'll encounter a Nazi guard. There's more trouble in the room to your left, but you'll also find MP-40 ammo, so it's worth the fight. Go back to the hallway and walk through the double doors. Follow the corridor, shoot the guard, and continue through another set of double doors.

Grab the mounted machine gun and start firing as waves of Nazis respond to the alarm. The enemies jump in from the ledge to the left and from the corridor to the right. If you shoot the oil barrels, the resulting explosions throw Nazis all over the yard. When the area is clear, run up to the alarm and pull the lever.



Exit the yard to the left, through the open gate. Scavenge for power-ups in the back of the truck, then climb the ladder to the roof, where you'll find a heating grate. The exit icon appears, but there's no way to open this grate from here. Walk to the edge of the roof and jump onto the truck.

Leap across to the shed with an open roof grate. Drop into the room and pull the lever to open the first roof grate. Retrace your steps, stopping briefly to take out the guard, and drop through the open grate to end the level.

THE U-BOAT BASE: PART 2

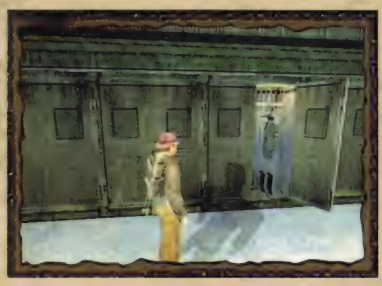
OBJECTIVES

* GET TO THE GONDOLA STATION
* LOCATE A DISGUISE AND SECURITY PAPERS
* BLUFF YOUR WAY PAST THE SECURITY CHECKPOINT

Walk to the end of the tunnel to find MP-40 ammo, a MedKit, and a liquor bottle. Go back to the ladder and climb to the next level, where a cutscene shows the submarine pen. Walk to the right toward a shed. Destroy the Nazi before he pulls the alarm, then continue out the other side. Go to the end of the walkway and pull the lever to send the gondola to the other side of the pen (you'll need it for a whip-swing).

HIDDEN ARTIFACT: TABLET OF LONGJIANG

THE TABLET OF LONGJIANG IS IN A ROOM NEAR THE FORWARD END OF THE SUBMARINE. JUMP INTO THE WATER, SWIM AROUND TO THE SUBMARINE'S OTHER SIDE, AND CLIMB ONTO THE DECK. LEAP ACROSS TO THE DOCK AND GO INTO THE ROOM TO FIND THE ARTIFACT BEHIND THE WOODEN BOXES.



Climb out of the water and make your way to the upper level, near the forward side of the submarine (directly above the room with the artifact), where you see the gondola. Use a double whip-swing on the bars to reach the other side. Go through the double doors and down the stairs. Continue into a locker room, and eliminate the lone Nazi guard. Collect the officer's uniform from the locker.

Walk back the way you came, then go up the stairs and through the double doors at the end of the hallway to reach a control room. Pick up the security papers from the low table, and return to the dock. Walk past the guards and through the double doors. Indy's disguise works and he's allowed to pass, taking you to the end of Peng Lai Lagoon.

Peng Lai Mountain

THE HIGH ROAD TO PENG LAI

OBJECTIVE

* INFILTRATE THE AIR DUCTS AND MAKE YOUR WAY TO THE GONDOLA SYSTEM

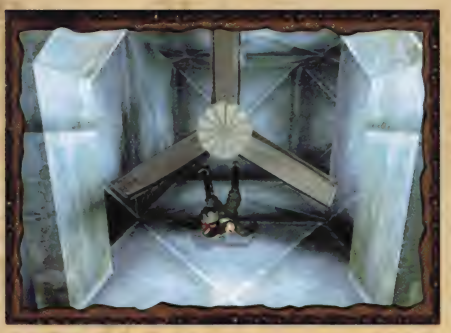
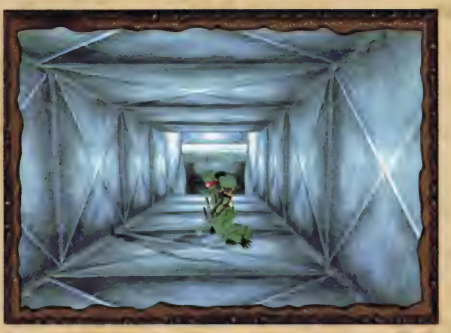
Dressed in a Nazi officer's uniform, Indy receives passing interest as he strolls across the warehouse toward the office. However, don't get too cocky here. Not everyone is so trusting, especially if you make lots of noise and act aggressively. Stealth is highly recommended. Go up the stairs and into the office, and pull the switch to open the middle garage door.

Leave the office and look for a stack of large wooden boxes. Climb atop the boxes (quickly, to avoid detection), and then pull yourself through a hole in the ceiling to reach the second floor. Walk to the office.

HIDDEN ARTIFACT: ZHAO MO RHYTON

ON YOUR WAY TO THE OFFICE, DROP INTO ANOTHER OPEN CEILING GRATE. CLIMB DOWN THE LARGE CRATES AND SMASH THE SMALL WOODEN BOX TO REVEAL THE ZHAO MO RHYTON.

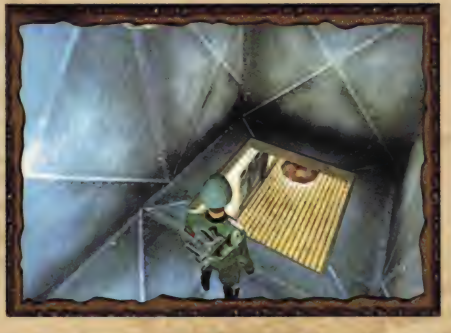
Walk through the door and go into the small room on the right to find a wall switch. Pull it to turn off a large wall fan. Although this doesn't seem important now, you must cut power to the fan in order to roll under it later. A Nazi officer will arrive to check you out. Quickly take him out, before he reaches an alarm. Exit the office and pull the floor lever near the railing to move the overhead crane into position for your whip-swing.

Climb onto the boxes in front of the crane and execute a running, jumping, double whip-swing to reach the other side. Climb up the ledge and roll under the fan to enter the air ducts. Roll under the next fan, then carefully approach the third fan. When you roll under this one, Indy drops down a chute. You have a couple of seconds to get ready for a difficult leap. As you slide, look for the end of the ramp, and time your jump just before the drop-off.

Grab the ledge and pull up quickly before Indy teeters off the edge. Roll under the fan to your right and continue down the hallway to find several power-ups, including an MP-40 (very important).

Roll back under the fan and take a running leap across the opening (this is a very long jump, so don't rush it). Follow the path until you see a high-powered fan to the left. If you carelessly step out past the corner, Indy is blown to the right and falls through a hole to his demise. From here, run to the opening across and to the right. If you move quickly enough, you can negate the fan's force and reach the next hallway.

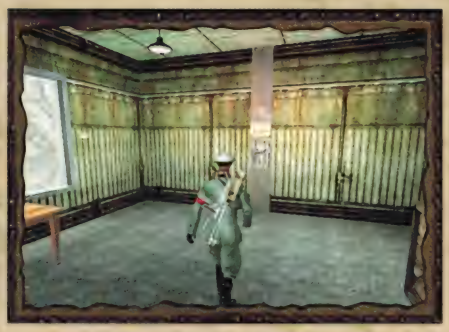


Drop through the floor (it's a short drop, not a ramp) and follow the path to a floor opening. Hang off the edge and drop into the room. Go through the double doors to exit the level.

THE INFILTRATION

OBJECTIVE

* GET BACK TO THE GONDOLA AND HEAD OUT!

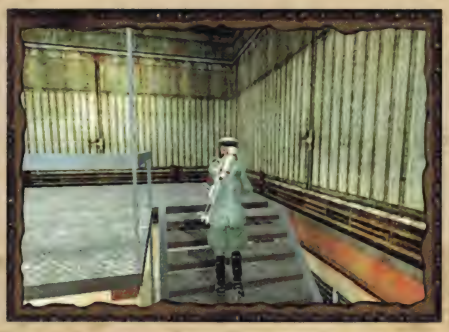


Go through the double doors and confront two Nazis. If you don't destroy them quickly, one runs into the office and turns on the alarm. If this happens, a flamethrower visits you. Take him out from long-range (hand-to-hand combat is a big mistake). When all is quiet, pull the floor lever to activate the gondola.

Unfortunately, there's no response, so find a way to the generator room and restore the power. Exit the room and climb down the ladder. As you approach the gondola track, several Nazis attack, including a flame-thrower, so make sure Indy is armed and ready.

HIDDEN ARTIFACT: GUI JIAN SCROLL

TURN RIGHT AND WALK TO THE PLATFORM'S END AND AROUND THE CORNER OF THE BUILDING. SMASH THE WOODEN BOX TO REVEAL THE GUI JIAN SCROLL.



Cross the gondola tracks and go through the double doors. Climb the stairs to the second floor, go out the blue door, and pull the lever on the platform to turn off a vent fan on the other side of the room.

Go up the ramp and follow the catwalk to a wooden crate. Step onto the crate, jump to the chain, and swing to the next catwalk. Walk to the end, turn right, and whip-swing to the fan ledge.

Roll under the fan and follow the duct until you reach the opening, high above the generator room. Whip-swing to the catwalk, run to the end of the path, then double whip-swing to the opposite catwalk. Follow the path down two ramps to reach the generator room floor.

Go through the blue door to enter the generator control room, and pull the lever to restore power to the gondola. Now, make your way across the generator room floor to the double doors in the far right corner. Shoot the Nazis as you go, but don't walk into a power arc or you'll fry.

When you reach the middle of the room, pull the lever to reduce some of the power surge, enabling you to reach the left side of the room, then ahead to the double doors on the right.

Follow the stairs and passages, and go up the ladder to the gondola control room. Pull the lever, then go across the tracks to the gondola, taking out the remaining Nazis who try to block your path. Climb onto the gondola to exit the level.

TERROR AT 2,000 FEET

OBJECTIVE

* SURVIVE LONG ENOUGH TO REACH THE MAIN GONDOLA BASE

Indy must survive on the roof of the gondola long enough to jump off before the damaged car crashes to the ground. You have a little time to accomplish this, but when you receive a final warning, jump immediately or lose your life. Shoot the Nazis who are firing at you from another gondola, then leap to the other side.

Man the turret gun and aim the barrel skyward, where German planes attack Indy. As the gondola moves, track the planes with the crosshairs and keep firing (ammunition is unlimited). Every plane that passes overhead successfully strafes Indy as it flies by, so accuracy is critical. Fend off the bombers long enough to reach the end of the level, as the gondola arrives at the next station.

THE AIRBASE

OBJECTIVE

* GET TO THE GONDOLA STATION ON THE FAR SIDE OF THE BASE

As the gondola pulls into a heavily protected station, Indy mentions that he needs an edge. You'll find it in two places. First, jump off the gondola, shoot the guard before he pulls the alarm, then run down the platform to the left. Go around the corner, smash the wooden box, and retrieve the grenade. Then, run across the tracks to the storage room and smash the boxes to reveal an MP-40 and plenty of ammo. Use the boxes for cover as you clear the room of Nazis. If you hear the alarm, turn it off and keep a watchful eye for flamethrowers.

Follow the Nazis into the next room, then continue through the double doors to find more resistance. Pull the wall switch to raise the garage door.

The Nazis keep coming! Shoot your way up the stairs, then climb the boxes to reach the top of a large electrical shed on the left.

Leap across to the building, drop through the opening, and go through the door to the next room. The Nazis in this room are armed, and they have excellent cover, so be careful. Exit through the double doors and step onto the catwalk.

Hidden Artifact: Changan Stone

Turn right and smash the wooden box in the corner to reveal the Changan Stone.

One more Nazi stands between you and the end of the level. Step through the door to reach the final level of Peng Lai Mountain.

ASCENT TO ADVENTURE

OBJECTIVES

* CALL ANOTHER GONDOLA TO THE STATION
* BOARD THE GONDOLA AND HEAD FOR THE BLACK DRAGON FORTRESS

Arm Indy and go through the double doors, where two Nazi guards are waiting. Continue up the catwalk, through the room to the end of the outdoor ledge, where you'll man the turret gun. Look to your left, where German planes take off down the runway and out the other side of the mountain. Target the planes as they taxi toward the opening, then fire on them again when they pass overhead.

After the planes are finished, release the gun and take a few steps back toward the double doors. Then, run back to the gun as more Nazi guards arrive on the deck. Use the turret gun to clear your path, then climb up to the small ledge to the left of the double doors. A double whip-swing takes you to the other side.

Jump down from the ledge, take over the turret gun, and carve up the flamethrower who comes out of the double doors. Go through the doors and down the catwalk to reach an elevator. Pull the lever to take the platform down to the gondola level.

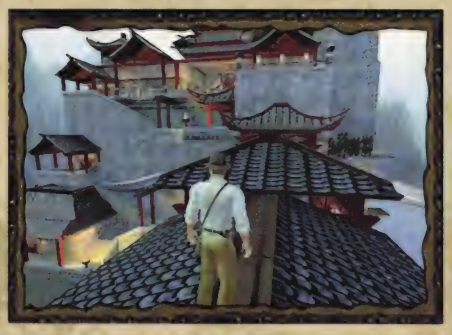
When you arrive, several Nazis, including a flamethrower, aggressively attack . Watch out for the grenade. If you react quickly, you can pick it up and heave it back before it explodes. Clear the area and run to the gondola control deck. Pull the lever to summon the gondola.

As the gondola moves slowly toward Indy, another wave of Nazis bursts on the scene. Survive the onslaught and jump on the gondola. Climb to the roof and take over the turret gun. Now, finish off the remaining planes to end the level and arrive safely at the Black Dragon Fortress.

Black Dragon Fortress

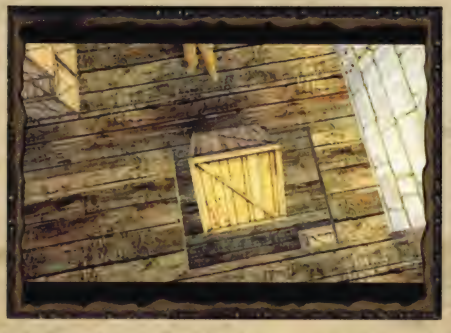
OBJECTIVE

* FIND A STEALTHY WAY INTO THE BLACK DRAGON FORTRESS



Follow the wooden ledge around to the left and climb onto the roof. A cutscene shows your destination, and it's a long way up. Walk to the end of the rooftops and step onto a wooden ledge to the right of the roof.

Jump down two more short ledges to reach the ground, where you encounter a guard. Overpower him and take the spear. Walk over the bridge and enter through the double doors.



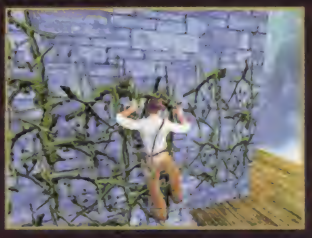
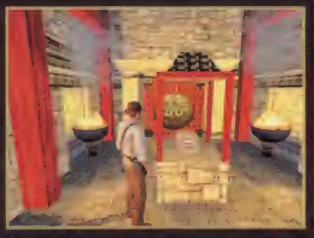
Climb the ladder to the loft, and push the large box into the hole. As it falls, the box creates access to the lower levels. Hang down through the opening and drop to the next level. Continue through the hole in the wall.

Execute three whip-swings to reach the far ledge. Follow the path, whip-swing to the ledge, and leap across to the next platform. Make your way to the vine wall, climb up, then drop onto the left ledge.

Whip-swing into the brick wall until it creates an opening, then crash through into the room, where Indy surprises two spearmen.

Climb up the scaffolding, leap across the opening, and continue climbing to the double doors at the top. Walk to the end of the ledge and whip-swing into another breakaway wall.

HIDDEN ARTIFACT: MASK OF CAMBULAC

BEFORE CLIMBING UP THE VINE WALL DESCRIBED BELOW, TAKE A RUNNING JUMP TO THE HORIZONTAL VINE WALL (INDY WILL AUTOMATICALLY GRAB THE VINE IF YOU LAND ON THE FAR LEFT). SHIMMY TO THE RIGHT AND STEP ONTO THE PLATFORM. GO THROUGH THE OPENING IN THE WALL AND INTO THE NEXT ROOM TO FIND THE MASK OF CAMBULAC. WHEN YOU RETURN TO THE VINE, CLIMB DOWN AND DROP TO THE PLATFORM. WORK YOUR WAY BACK UP THE FIRST VINE AND RETRACE YOUR STEPS TO RETURN TO YOUR ORIGINAL LOCATION.

Climb up the vine wall to the top. Defeat the two guards and continue up the short set of stairs to the right. Open the double doors to reach a water fountain.

Smash the boxes to gather power-ups, then continue through the next set of doors to face two spearmen. Exit and walk down two ramps, where you encounter more spearmen.

Go through the double doors and pull the wall ring to open a flood gate. Exit the room and go down another ramp. Walk to the right and enter the building through the double doors. Take care of the guards on the lower level, then explore the boxes on the ledge for ammo and potions.

Go down the stairs, smash more boxes for power-ups, then pull the floor lever to shut off the flow of water from the flood gate. Exit the building, walk left, and step through the opening onto the ledge. Whip-swing to the other side, and walk through the flood gate to end the level.

CALL TO BATTLE

OBJECTIVE

* MAKE YOUR WAY TO THE BASE OF THE PAGODA AND BEGIN CLIMBING TO THE TOP

Wade through the water, turn left, and exit the water near the fire pot. Pay attention to the cutscene, as it shows the location of a critical demo charge: it's in a room with a large circular opening to the far right of your current position. Battle several guards as you work your way toward this room.

Tip

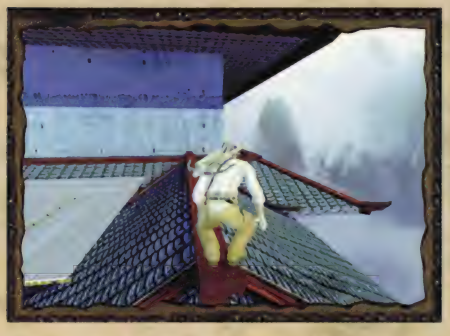
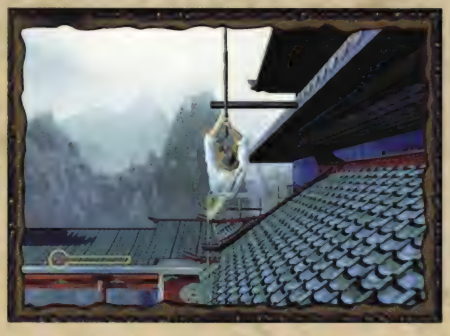
If you still have bullets in the revolver, use it to make short work of this opening battle.

Smash the boxes to gather crossbow ammo, along with a Health Potion and the demo charge needed to finish this level. Now, climb to the far, upper left level (when facing the gong). Your journey begins on the scaffolding to the right.

HIDDEN ARTIFACT: QI MARBLE STELA

STAND IN FRONT OF THE GONG AND TURN AROUND TO SEE A PEDESTAL AND GLASS CASE. SMASH THE CASE TO RETRIEVE THE QI MARBLE STELA.

If your health is low, stop at the water fountain before climbing onto the scaffolding. Leap across two openings as you climb to the roof.

Follow the roofline to the left, jump onto the platform, and continue up the scaffolding. A double whip-swing takes you to the next ledge (be careful not to step off when you land). More crossbowmen attack, so make sure you have a firm footing.

Follow the scaffolding around the corner to the right, and set the demo charge on the weakened wall. Walk through the hole to end the level.

THE TOWER OF STORMS

OBJECTIVE

* ASCEND TO THE CHAMBER WHERE MEI-YING IS BEING HELD

Double-whip swing on the hanging lanterns to reach the platform, wall hug across the narrow ledge, and continue around the corner.

Another double whip-swing takes you to a rope. Turn to face the wall and climb up to the high platform. Climb another section of scaffolding to reach the next level of the pagoda. Use the crossbow or revolver to take out the attacking guards from a distance.

Walk around the corner, climb up one more level, and push the pile of cement blocks off the elevator to make the platform rise to the next level.

HIDDEN ARTIFACT: YUAN XIANG

YOU'LL BE ATTACKED WHEN THE ELEVATOR STOPS. FIGHT HERE, OR JUMP DOWN TO THE BOTTOM. AFTER DEFEATING THE GUARDS, JUMP UP TO ACCESS A HIDDEN LEDGE, WHERE YOU'LL FIND THE YUAN XIANG.

Take a running jump back up to the elevator floor and finish the fight. Continue around the building to your right, until you see two elevators—one high, one low. Leap to the higher one, which makes the lower one rise.

Leap to the second platform. Walk to the edge and whip-swing to the opposite floor, where two more spearmen attack.

Pause at the water fountain and then go through the double doors to exit the level.

THE RESCUE

OBJECTIVE

* DEFEAT THE FENG TWINS AND RESCUE MEI-YING

After a cutscene that shows Mei-Ying imprisoned in a cage, Indy is left to face the Feng Twins. They're nuisances, but not too difficult to destroy if you keep swinging. You can always shoot them if you get bored, but it's more fun to grab a sword from the rack and chop them down to bite-sized pieces. Dispose of the Feng Twins, then Indy jumps up to the cage to rescue Mei-Ying, and they both plummet into the next level.

Temple of Kong Tien

DESCENT INTO DARKNESS

OBJECTIVE

* SURVIVE A DEADLY DESCENT INTO THE DEPTHS OF THE MOUNTAIN

As the level begins, Indy completes his fall through several floors before sliding rapidly toward a bottomless pit. You must jump before the end of the ramp and whip-swing on the overhead lantern. Unlike some slides in the game, you must jump well before the end of the ramp or you'll miss your opportunity to grab the lantern. If you need to replenish your health, stop at the water fountain to your left, after you land.

Go down the hallway, leaping over the holes and taking a running, jumping, whip-swing over a long opening in the floor.

NOTE

Before beginning the next slide, review the Hidden Artifact sidebar and the tip that follows for critical whip-swing timing. This will increase your chances of reaching both spots on your first attempt.

Walk slowly toward the edge, avoiding the outlined squares (each one is a pressure plate that triggers a poison dart). The first slide was just a warm up compared to what's next. After you step onto the ramp, you begin a series of consecutive slides where you must move from side to side and leap over colored squares to avoid triggering the poison darts. If you survive the darts, you get to navigate through flames shooting at you from either side. When you reach the end of the slides, Indy continues his fall to a sandy floor, where the next level begins.

HIDDEN ARTIFACT: YUYAO PAN

KEEP AN EYE ON THE WALL AHEAD OF YOU AT THE END OF EACH SLIDE. ALL OF THEM ARE MADE OF CEMENT EXCEPT FOR THE WALL AT THE END OF THE THIRD SLIDE, WHICH IS A PATCHWORK OF OLD BOARDS. JUMP AND WHIP-SWING OFF THE OVERHEAD LANTERN AND SWING THROUGH THIS WALL TO REACH A SECRET ROOM. SMASH THE BOXES TO REVEAL THE YUYAO PAN.

Tip

You can whip-swing at the end of the fifth slide (not counting the opening slide). Jump and whip-swing to grab the overhead lantern and swing into the alcove above. Refresh your health at the water fountain and step back over the edge to resume your slide to the bottom and end the level.

THE CATACOMBS

OBJECTIVES

* EXPLORE THE TEMPLE OF KONG TIEN
* SOLVE THE I CHING PUZZLE AND UNLOCK ITS SECRETS

As Indy hits the bottom, a fireball erupts into a powerful Triad fighter. Fend off the early attack and run through the hole in the wall to collect a spear. It takes several strikes to take out this enemy, so keep moving between blows and try not to lose your spear. After you seemingly destroy the enemy, its spirit rises and floats away. Lucky you—you get to fight it again later.

Climb up the broken stones to reach the beginning of a long hallway leading into the temple. As you step into the hallway, another Triad fighter appears. Jump quickly into the first alcove on the left to retrieve a sword. Defeat the enemy, then enter the second alcove on the right to retrieve a vial of Tiger Strength.

Continue to the end of the hallway, pause at the water fountain, then pull the ring on the left wall to raise the panel. Step into the next hallway and prepare for an onslaught. This might be a good time to guzzle some Tiger Strength. If you lose your sword, there's another one in the first alcove on the right. If you lose your weapon again, keep moving down the hall, where you'll find two more on the left.

Pull the ring at the end of the hallway to open the door, and go into the next room.

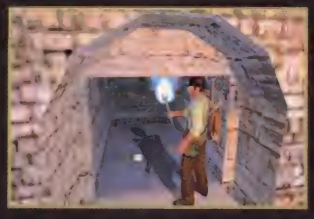
Defeat more Triad fighters as you advance down the short ramp into the next hall. Turn right, pick up the gong mallet, and strike the gong. Get ready for another wild ride. The floor opens and Indy quickly slides toward a fiery pit. Leap at the last second to grab the ledge on the far side of the pit (this leap is a bit easier if you stay on the left side of the slide).

Grab the blue torch from the wall on your left and light the brazier (stove) to open the door to the next room. Examine the altar in the center of the room to access an important clue: "You must light all the magical braziers before you can solve this puzzle." So far, you've only kindled one, and there are four doors leading out of this room. Time to get your fire on.

Only two of the doors are accessible right now, including the one you just used to enter the room (the left door). Go to the next door on your right and pull the ring. Pull another ring in the short corridor to open the door to a large room. Two Triad fighters attack—use the devastating blue torch on them.

HIDDEN ARTIFACT: LIAONING MIANJIN

THERE ARE TWO OPEN ALCOVES ON ONE WALL. COLLECT THE HEALTH POTION FROM ONE AND THE LIAONING MIANJIN FROM THE OTHER.



NOTE

As you light each brazier, a cutscene helps you track your progress, displaying a highlighted symbol for each brazier that you've lit.

Go through the circular doorway and up the ramp to reach a water fountain. Take either of the two ramps up to the next room, where you'll find two braziers. Light them to open another door. You must light six more braziers to earn the chance to solve the puzzle.

Go through the newly opened door and up the ramp, avoiding the orange floor tiles (they trigger lightning bolts). Continue up the next ramp, avoiding more orange tiles. Follow the path and pull the wall ring to open the door.

A telltale growl signals the presence of more Triad warriors. Destroy them, and light the brazier on the right—five more to go. Turn around and go up the ramp on the other side of the room to light the next brazier. Turn immediately to face another Triad onslaught.

Go to the brazier that is surrounded by two statues carrying spears, and look for a door with a ring. Pull it to open the door and follow the ramps down, avoiding more orange tiles, until you reach a room with a jagged, square hole in the center of the floor (you've been here before). Defeat two more Triad fighters and follow the ramps down to the lower level. More growls mean more Triad fighters. Defeat two more enemies and walk through the open door to exit the level.

THE DRAGON'S CLAW

OBJECTIVES

* COMPLETE THE I CHING PUZZLE
* RECOVER THE PA CHENG AND ENTER THE TEMPLE OF KONG TIEN

Watch the video and note the open door on the left. This door closes in a few seconds, so run to the door and continue across the circular blue tiles (they appear as you walk across the bridge) to the next chamber. Light the braziers on either side of the room (only two more to go).

Suddenly, the bridge behind Indy changes. Instead of all blue circles, there is a blue one, followed by an orange one. Avoid the orange tiles—they fall when Indy steps on them. Leap from blue tile to blue tile until you reach a string of orange tiles.

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NOTE

The colored tiles are only visible when Indy carries the blue torch.

From here, a string of three orange tiles makes it impossible to go farther. The solution is behind you. Turn around and leap over the orange tile to the plain tile (plain ones are safe to land on). Continue going back and note the changing tiles. Step onto the blue tile, and watch the tiles change again. Now, you can turn around and leap over the orange tile to the blue one. One more leap takes you to the last blue tile and you're home free. Pull the wall ring and return to the altar chamber.

Note the door opening to your left. Follow the hallway until you reach what appears to be a sheer drop. A closer examination with the blue torch reveals a transparent red path across the chasm. Follow the path carefully to reach the other side.

NOTE

Make sure you step on every blue tile before leaving the path. This triggers the opening of a crypt near the end of this level, where you'll find an artifact.

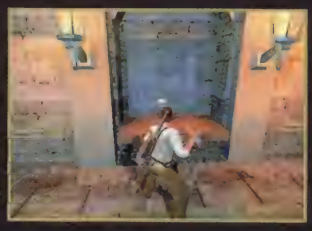
Light the final two braziers to complete the altar puzzle. Return to the red path, but note the changes. The path is still visible, but now it's broken into several segments that are moving randomly up and down. Time your leaps from one segment to another until you reach the end. The path's final section drops very quickly, so watch the movement before leaping.

Retrace your steps through the hallway and return to the altar. Arrange the three rings so the trigram patterns on the inner circle match the trigram patterns on the outer circle (on the floor). When the patterns are aligned, the Pa Cheng, a mystical weapon, is suspended over the altar. Collect the Pa Cheng and exit the room through the open door.

Defeat the Triad fighters by using the Pa Cheng. It can be used for hand-to-hand or ranged combat. If you throw the Pa Cheng, it seeks out a single foe, or multiple enemies, slicing through each one before returning to Indy's hand. Follow the path up the ramps, past the lightning-bolt tiles, until you reach the room with the gong.

Hidden Artifact: Henan Bei

Before going up the steps between the two lion statues, look for an open crypt on the left. Climb into the alcove to retrieve the Henan Bei.



The temple doors are now open (they're up the stairs, directly opposite the gong). Walk into the outer room, where you face another Triad attack. The Pa Cheng makes short work of the Triads in their human forms. When they linger as spirits, the Pa Cheng works just as effectively. Continue toward the back of the room, and exit through the last alcove on the right to enter the Temple of Kong Tien and exit the level.

THE SHADOW OF KONG TIEN

OBJECTIVE

* DESTROY THE THREE DRAGON ORBS TO FREE MEI-YING FROM THE DEMON'S CONTROL

As Indy slowly crawls forward to the edge of the temple wall, he sees Mei-Ying imprisoned below. She's obviously under a spell and about to be sacrificed in a powerful ritual. Indy is discovered as the spell collapses, and he's able to free Mei-Ying from her bonds. But this is only a brief moment of rest before one final battle against the "evil" Mei-Ying, who is still under the demon's control.

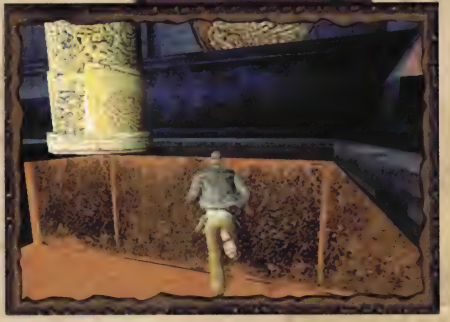
You must use the Pa Cheng to destroy the three orbs held aloft by the dragons. Mei-Ying protects the orbs, but when you hit her with the Pa Cheng, she momentarily abandons her post, giving you a clear shot. Move from one side of the platform to the other as you dodge the lightning bolts. At the same time, you must fight the evil minions that swoop in to attack. When the third orb is destroyed, Mei-Ying is finally free, and you can exit the level.

The Emperor's Tomb

TOMB OF THE FIRST EMPEROR

OBJECTIVES

* SURVIVE THE DEADLY TRIALS OF THE OUTER SANCTUM
* OPEN A PASSAGE INTO THE HEART OF THE TOMB



After Indy and Mei-Ying descend into the tomb, proceed to the first Prayer Pillar, directly ahead. After activating the pillar, Indy falls into a pit. Shortly after he lands, a section of wall shoots out from one side of the room to the other, providing a step up for Indy. You must figure out which section is coming next, or Indy will be pancaked against the opposite wall. Fortunately, the trap gives a brief, but valuable warning. Watch for the red spikes that protrude from the wall. This marks the location of the next moving section. Stand anywhere but in front of the red spikes! As the sections of wall extend, climb up, watching for the next cluster of red spikes. Climb back up to the Prayer Pillar room.

Return to the hallway and walk through the circular doorway. Now, time your whip-swing to avoid the flames shooting out from either side. Don't go too far when you land on the opposite ledge, or you'll drop into the flames.

Hug the right wall and run to the corner. From here, you must roll under the flames, but stop short of the pit. Aim for the far right corner, where the wall will stop your advance and you're protected from the flames. Edge out to the ledge and begin a double whip-swing past more fire.

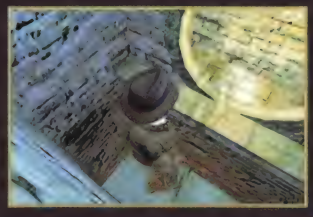
One more whip-swing takes you to a ledge with a wall ring. Before pulling it, turn around and climb up to the water fountain so Indy can soothe his hot foot. Wait for a break in the fire and run through the circular doorway to the Prayer Pillar room.

Go back through the main hallway and walk through the now-open circular doorway. Toss a couple of skulls near the orbs to trigger the energy. It cycles on and off, so you must wait for a break and then advance to the area just past the first two orbs.

Wait for a break in the power surge and then jump diagonally across the right-hand corner of the room to land on a small area of floor sandwiched between two pits. Inch to the edge and hang off the ledge. Drop carefully onto the ledge below (trust us, it's there).

Hidden Artifact: Shang Statuette

Step through the circular doorway to collect the Shang Statuette.



From the circular doorway, leap across to the small ledge, and then jump up to grab the edge of the pit above you. Pull back up to the floor and jump across the next pit.

Turn the corner and look diagonally across the pit to the left, to an elevated alcove. Toss a skull to activate the energy burst and then walk along the narrow ledge on the right until you're facing the alcove. Turn around and jump up to the water fountain if you need a health boost. Drop back to the ledge, and throw another skull to activate the energy burst, then leap across the opening. Climb up to the alcove and pull the ring to open the circular door to your left.

Drop to the floor. While facing away from the alcove, jump diagonally to the left over the pit. Hug the far wall and walk very slowly on the narrow ledge to reach the circular doorway. There will be a single energy burst. Wait a second and then continue through the doorway to exit the level.

THE PATH OF UNSEEN PERIL

OBJECTIVES

* SURVIVE THE TRIAL OF THE UNSEEN
* PROTECT MEI-YING

Proceed down either of the two spiral staircases and get ready for a massive Triad attack. Mei-Ying fights alongside Indy, but there are so many enemies that she's frequently fighting in a different area. Move around and keep launching the Pa Cheng (remember that the Pa Cheng hits multiple attackers with one throw). When the Triad fighters are eliminated, finish off the remaining spirits.

The path ahead looks clear, but there are "unseen dangers." Take out the Mirror of Dreams to see the massive walls opening and closing in front of Indy. Wait until the walls close, and then start running (push into the walls). When they begin to part, run quickly to the other side. If you wait for the walls to part, you won't have enough time to clear them.

Continue to a deadly floor puzzle with spiked tiles. When the first row of spikes is visible, jump to the second row, wait until the next row disappears, then run around the far left side to safety. However, don't go too far. You must stop just beyond the floor spikes, or you risk running into another crushing wall.

Next, you must sneak through two sets of closing walls. When the first set opens, run into the closed wall (literally). When the second wall opens, run to the other side, but stop short of the pit!

Once again, the Mirror of Dreams shows the way. Edge up to the pit and look down to see a ledge on the far left. Two more steps appear on the far side. Leap across to the higher step, drop to the next one, and then jump to the ledge below. Hug the wall and make your way around the narrow ledge. Continue to the end of the ledge and drop to the ledge below. The ledge is there, even though you can't see it.

NOTE

The Mirror of Dreams goes back into your inventory if Indy is using his hands (as in grabbing a ledge), but the invisible ledges remain, so don't panic. Although you may not see them, they're there.

Now you must take a whip-swing of faith, because you can't see the ledge on the other side. It becomes visible after you land and reactivate the Mirror of Dreams.

Go to the top of the stairs and pull the wall ring to extend a solid floor over the pit, allowing Mei-Ying to join Indy. Walk toward the circular door. When it opens, Mei-Ying rushes in and the Triads attack. Take out your Pa Cheng and join the battle.

Hidden Artifact: Qin Lawbook

At some point during the fight, let Mei-Ying handle things while you go artifact hunting. Climb to the first alcove on the right (as you enter the room), and follow the cave around to the left to find the Qin Lawbook.

Defeat the first wave of Triad fighters.

After finding a locked door, Mei-Ying reminds you that you're running out of time as more Triads enter the room. You're on your own as Mei-Ying figures out how to open the door. When the last Triad is eliminated, the door opens and you advance to the next level as Indy falls through yet another floor.

Using the Pa Cheng against the Triad

- **If you launch the Pa Cheng on a long-range attack, move immediately after the Pa Cheng returns to your hand. While it's in flight, the Triad fighters have time to close in on Indy. If you stay in one spot, you're toast.**
- **The Triad fighters are very nimble, and they love their leaping spin kicks. Attack as soon as they land, because it takes them a second to plan their next move.**
- **If you can get two or three Triad to surround you, a close-range Pa Cheng attack will send them all sprawling.**
- **When fighting the undead Triad, strike them from behind after you knock them down.**

THE BELLS OF THE DEAD

OBJECTIVE

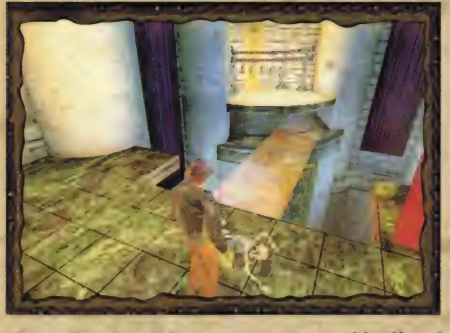
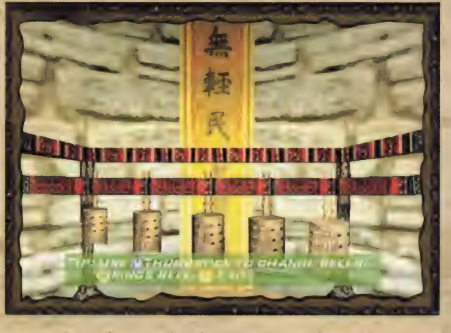
* FIND A WAY INTO THE TERRACOTTA MAZE

After a brief Triad attack, turn and walk through the circular doorway. Descend the stairs and walk through another circular doorway.

As you enter the room, the spirits give life to two Terracotta statues. They're big and powerful and, despite their lack of speed, they're very adept at blocking the Pa Cheng with their swords. Move around quickly and attack from the side or from behind them. Keep up the attack, because the statues will continue fighting even when they lose their arms, legs, and even heads (you can't help but admire their spunk!). Continue through the large double doors as another circular door opens ahead.

HIDDEN ARTIFACT: JADE LIUBO BOARD

AFTER PASSING THROUGH THE DOUBLE DOORS, TAKE OUT THE MIRROR OF DREAMS AND LOOK RIGHT OR LEFT TO SEE A WALL LADDER. CLIMB TO A SECRET CHAMBER TO FIND THE JADE LIUBO BOARD.

As you enter the room, a set of bells plays a simple melody. Remember the tune. Take out the Mirror of Dreams to reveal a catwalk leading to the first set of bells. Play the bells in the exact order to reveal the next catwalk.

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Tip

If you forget the melody, pull the wall ring to replay the tune.

Repeat this process until you play the last set of bells. Walk through the circular door to exit the level.

VON BECK'S REVENGE

OBJECTIVES

* SURVIVE VON BECK'S WRATH
* LOCATE A PORTAL INTO THE UNDERWORLD

Take a running, jumping whip-swing over the pit and get ready for Von Beck's terrifying arrival. Turn and run, jumping over pits and obstacles as you stay ahead of the tank. There are more than 15 whip swings, and the pace is too frantic to follow a step-by-step walkthrough, so check out the sidebar for a list of tips to help you survive Von Beck's gauntlet.

Surviving Von Beck's Revenge

- When you reach a long section of jagged holes on the right, run from left to right across the shortest span. Even if you lose a little time maneuvering, you can make it up on the next whip-swing.
- After the first few whip-swings, you encounter several floors that crumble right where you would normally launch your whip-swing over the pits. You must jump earlier, and you must be careful not to extend your jump too far at the end of the swing, or you may land on another section of crumbling floor.
- When the double whip-swings begin (toward the last third of the run), let go of the first whip-swing a little earlier than you normally would. This maintains your speed and momentum, without risking missing the second connection.

When you reach the slide, watch for the overhead beam and whip-swing up to the high ledge. There's no need to jump before initiating the whip-swing. Grab onto the ledge, pull up to solid ground, and watch as Von Beck careens off the ramp and into the bottomless pit. Follow the path through the circular doors to reach the portal to the underworld.

The Netherworld

THE PILLARS OF THE UNDERWORLD

OBJECTIVE

* CROSS THE WALL OF DREAMS TO REACH THE EMPEROR'S CRYPT

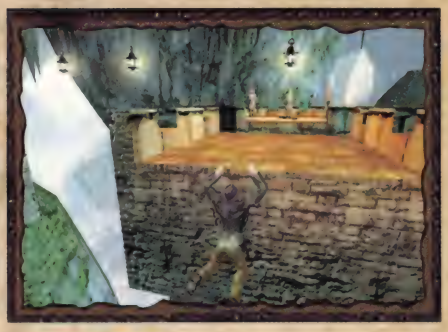
As you follow the path and turn left, a blue ghost appears behind two Terracotta statues. After a power surge, the statues come to life, and they don't look happy to see Indy. Fend off the statues' attack and run to the edge where you have a clear shot at the ghost. Keep firing the Pa Cheng until the ghost disappears.

Take out your whip (you'll need it soon), then spin the Prayer Pillars, beginning on the left and working your way to the right. After spinning the last one, jump onto the first section of bridge and then on to the second one. Before the middle section of bridge drops (with Indy on it), whip-swing on the overhead lantern and swing to the third section of bridge. Finally, jump to the large section that contains another set of Prayer Pillars.

Use the same routine as you battle the Terracotta statues and another blue ghost. Take out your whip and spin the four Prayer Pillars from left to right (2, 1, 4, 3 or 2, 1, 3, 4). Jump across the first two sections, whip-swing to the next, and then complete a snappy double whip-swing to reach the last floating plateau.

The resistance increases on this level, with four Terracotta statues to fight. They come to life two at a time, so improve the odds by knocking one of the live statues into a stationary one, smashing both of them to bits in the process. Eliminate the blue ghost, and take care of the spirits remaining after you destroy the statues.

The Black Pagoda is in sight, but you have one more stop along the way. This time, you have only two Prayer Pillars to spin (from right to left). Leap to the first floating section and grab the ledge. Pull up quickly, run, jump, or whip-swing to the next section. One more whip-swing takes you to the next Prayer Pillar plateau.



Tip

If your whip-swing falls a little short, you can still grab the edge on the last two jumps. In fact, you can leap instead of whip-swing on all three jumps.

After taking care of another blue ghost and more Terracotta statues, you have five Prayer Pillars to spin before you can reach the Black Pagoda. Get them all spinning (3, 5, 4, 1, 2), then leap to the first plateau and continue the combination of whip-swings and jumps to reach the Black Pagoda.

Hidden Artifact: Halberd Plate

After defeating the enemies, walk to the wall's edge and face in the direction where you first saw the blue ghost. Stand carefully on the wall and ledge-grab to hang down. Drop down to the ledge where you will find the Halberd Plate.

Hidden Artifact: Gao Burial Mask

Before activating the five Prayer Pillars, walk to the opposite end of the plateau, where you will see another floating island off in the distance. Get a running start and complete three difficult whip-swings to reach it. Defeat the blue ghost and Terracotta statues, and collect the Gao Burial Mask.

THE HEART OF THE DRAGON

OBJECTIVES

* RECOVER THE HEART OF THE DRAGON
* ESCAPE WITH THE TREASURE AND YOUR LIFE

Pass through the double doors and into the next room, where you must solve a floor tile puzzle. The Mirror of Dreams reveals a connecting platform, but it is only visible for a moment—move quickly to the only solid tile on the platform. Step on the green tile to reveal the location of the next solid tile. Jump quickly or the platform disappears and Indy falls to his demise.

Move from one green tile to another as it is revealed, until you reach the next solid tile. Now, you must deal with lightning bolts that surge through Indy when he stands too long on certain tiles—don't dawdle. When you find the next step, take it immediately to avoid getting zapped.

NOTE

While solving the floor puzzle, you are in Adventure mode, so you only take one step at a time with each move.

As you advance through the puzzle, you may need to backtrack, so don't assume you will move forward with each step. Also, the intervals get shorter, so you'll need to react immediately when the path is revealed. Avoid the energy surge at the end of the floor as you step up toward the throne. Stop at the water fountain on your left to heal Indy's energy burns.

HIDDEN ARTIFACT: SHI HUANGDI CONG

WHILE FACING THE FOUNTAIN, TURN AROUND AND WALK TOWARD THE OPPOSITE WALL TO FIND THE SHI HUANGDI CONG. STAY AS FAR RIGHT AS POSSIBLE AS YOU WALK TO THE WALL TO AVOID TRIGGERING THE LEVEL ENDING VIDEO.

Tip

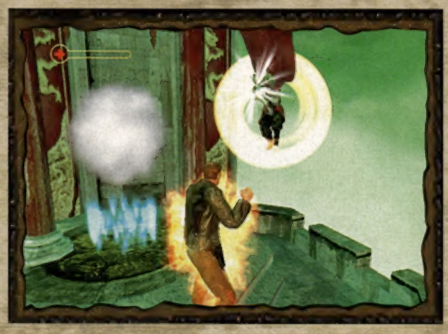
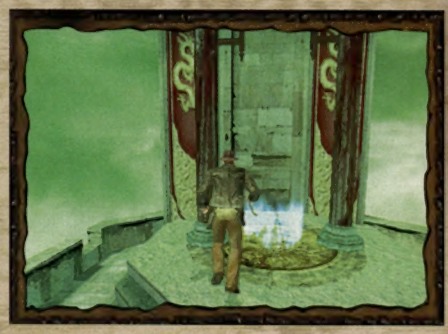
With so many Terracotta statues to fight, it is easy to become surrounded. Keep moving away, and combine close fighting with ranged Pa Cheng attacks.

When you step toward the throne, Indy advances to the First Emperor and takes the Heart of the Dragon from his neck. Seems easy enough, until the Emperor rises from the dead and invokes a spell. Indy races from the room, only to fall to the floor at Marshall Kai's feet. He takes the Heart of the Dragon and casts a spell on the Terracotta statues. Indy is surrounded, but Mei-Ying joins him in the battle. Use your Pa Cheng to destroy the statues, so you can chase Marshall Kai and recover the Heart of the Dragon.

RISE OF THE BLACK EMPEROR

OBJECTIVES

* CHARGE THE PA CHENG WITH MYSTICAL ENERGY TO PENETRATE KAI'S SHIELD
* DEFEAT MARSHALL KAI AND ESCAPE FROM THE TOMB OF THE FIRST EMPEROR
* TAKE THE HEART OF THE DRAGON AWAY FROM KAI

When Indy finally catches up to Marshall Kai, he finds Mei-Ying suspended in the air and imprisoned by an evil spell. Kai floats in a protective bubble, while directing powerful energy bolts at Indy. And Kai's pet dragon bursts fire at the worst possible moments. There is only one way to defeat Kai—take the Pa Cheng to each of the five charging stations. If you could simply run to each one, this would not be a difficult task. However, getting to some of the stations requires careful leaps and whip-swings, while Kai and the dragon keep up their relentless attacks. Each time the Pa Cheng is charged, find Kai and attack him. This is the only time the Pa Cheng has any effect on Marshall Kai.

Tip

In the frenzy of battle it is easy to forget which stations you have already visited. A "live" charging station has a blue glow, so make sure you check each one before making the dangerous journey.

The dragon's bark is worse than his bite. When you see the dragon charge up a fireball, run away to avoid the blast. However, the beast is especially dangerous when it charges at Indy, so stay out of its way.

Keep up the attack on Kai until he loses his power and hangs in the air in a stupor. One more strike of the Pa Cheng makes him drop the Heart of the Dragon. With his power gone, the ancient spirits extract their gruesome revenge. Indy rescues Mei-Ying, and the Secret of the Emperor's Tomb is safe once again.

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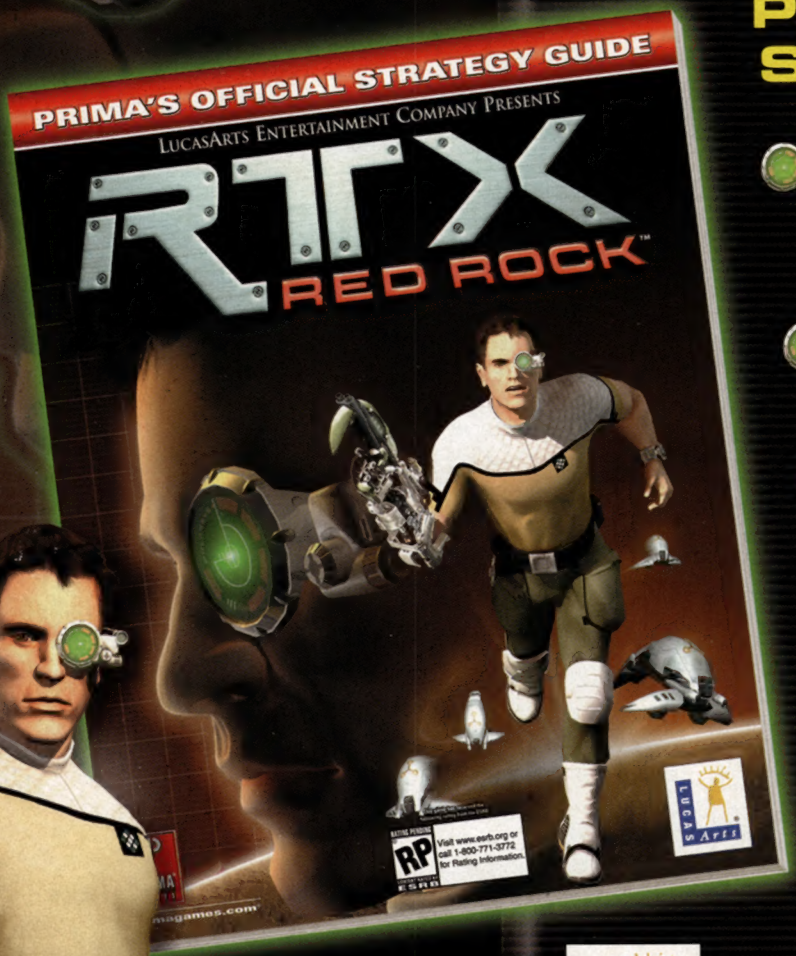

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